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Official U.S. PlayStation Magazine

RESIDENT EVIL 2

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TOMOTAKE-K

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NAUGHTY DOG



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Previous work
from our
cover artist,
Tomotake-san.

W

hat will the New Year bring? Prosperity? Doom? Lost Christmas presents? Nobody knows. I guess that's why the New Year is so exciting and mysterious. It's thoughts like these that bring me to wonder what can be expected from the PlayStation this year. They say the best way to predict the future is to study the past. So a quick retrospective look at the state of games that have graced the PS so far seems like the right place to start. Looking back at early titles like Ridge Racer and Battle Arena Toshinden, it becomes easier to see improvements in both the quality of gameplay and graphics within the two genres these games represent. One look at games like Ridge Racer, Soul Blade, Moto Racer and Bushido Blade is certainly enough to convince PS owners that the best is yet to come. Are developers handicapped by the limits of the hardware? Has the Sony console reached its peak performance? Questions like these have dogged the PlayStation ever since its release. From what I've seen of some of the titles we are expecting in the first half of this year, it's safe to say that new tricks are still being performed on the PS. Tekken 3 from Namco will be the company's second attempt at converting a system 12 coin-op onto the PS (the first was Time Crisis). It will set standards in fighting game graphics (complementing the excellent gameplay engine) if the PS rev looks anything like the arcade version. GT: Grand Turismo sports some of the most realistic lighting effects ever seen in a home console racing game. Parasite Eve will combine CG cinematics by some of Hollywood's best with a Resident Evil/RPG-style game programmed by Square in Japan. That's just the stuff I can tell you about. For a look at what is sure to be one of the biggest games of 1998, check out our Resident Evil 2 super feature which starts on page 98. Indeed, the New Year should continue to bring quite a lot of happiness and enjoyment for gamers everywhere. You're already off to a good start by reading this great mag.

Wataru Maruyama
Editor in Chief

PUBLISHER
Jonathan Lane

EDITORIAL DIRECTOR
J.E. Funk • joe_funk@zd.com

EDITOR IN CHIEF
Wataru Maruyama
wataru.maruyama@zd.com

MANAGING EDITOR
Dindo Perez • dindo_perez@zd.com

ASSISTANT EDITORS
Dave Malec • Joe Rybicki
Gary Molohan

CREATIVE DIRECTOR
Junior Astronaut

ART DIRECTORS
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Jim Cordano

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COPY EDITORS
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Subscription Service
In U.S. & Canada: 1-800-555-3930
(303) 604-7455 Fax

BUSINESS MANAGER
Cathy Bendoff

ADVERTISING INQUIRIES:
Ziff-Davis Inc.
1920 Highland Ave., Suite 222
Lombard, IL 60148
Telephone: (415) 916-7222
Fax: (630) 916-9254

Jennie Parker,
Associate Publisher Sales & Marketing

Marc Callison, Senior Account Executive
Mike Darling, Advertising Coordinator

Anthony George,
District Ad Sales Manager,
East Coast & Midwest

Jon Yoffie,
District Ad Sales Manager, Northwest
Telephone: (415) 357-5322
Fax: (415) 357-5201
e-mail: jon_yoffie@zd.com

Karen Landon,
District Ad Sales Manager, Southwest
Telephone: (415) 357-5480
Fax: (415) 357-5201
e-mail: karen_landon@zd.com

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PlayStation
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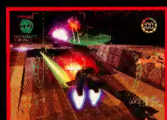


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Duke's coming to take out the garbage!

COMING SOME!

NINTENDO 64



Glint Interactive
Software
www.glintinteractive.com

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Colony Wars



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Our **Tomb Raider 2** strategy throws off all the fluff and heads straight for the game's most difficult challenges.

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demo disc

Hop to it with *Frogger*, or hit the road with *CART World Series*.

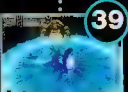
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PS strategy

Our 12-page walk-through will help you smooth out all the rough spots on every one of *Tomb Raider 2*'s 16 levels.

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tricks

Check out the latest collection of naughty cheats for *Pandemonium 2*, *Nightmare Creatures*, *Marvel Super Heroes* and even *Final Fantasy VII*!

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g.e.a.r.

The Force is with Tiger Electronics, as we feature a number of new Star Wars-licensed electronic gadgets.

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WHICH ONE of these THREE CARS
WOULD YOU RATHER be DRIVING?



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Video Game Hits the 7-10 Split

Proving that a slap on the back can come from unexpected places, ASC's Ten Pin Alley bowling game was recently inducted into the historic halls of the St. Louis Landmark by the International Bowling Museum and Hall of Fame. This is the first time a video game has been recognized for such an honor since the inductees are usually professional athletes. "It's a true privilege to have Ten Pin Alley enshrined in the International Bowling Museum and Hall of Fame," stated David Klein, president and COO of ASC Games. "We wanted to create a game that simulated the total bowling experience, capturing all the subtle nuances of America's #1 indoor participation sport, so that it could be appreciated and enjoyed by bowlers and non-bowlers alike."



LEGENDARY HALL OF FAME BOWLER DICK WEBER WAS KNOCKED OUT BY THE TEN PIN ALLEY EXPERIENCE...LITERALLY.

Pepsi and Post Push Polygons

Soda pop and cereal will feature PlayStation games and characters

What better way to promote the decay of young minds through video games than to team up with drinks and food that decay young teeth?

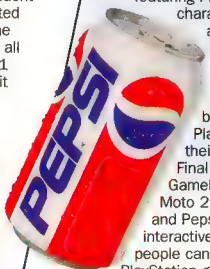
Sony Computer Entertainment America recently announced that it's teaming up with Pepsi-Cola and Post Cereals for two nationwide promotional campaigns featuring PlayStation games and characters.

The promotions are part of SCEA's

\$100 million marketing campaign to promote the system and its game library. Pepsi

beverages will feature PlayStation characters on their packaging, including Final Fantasy VII, NCAA GameBreaker '98 and Jet Moto 2. In addition, Sony and Pepsi are sending 5,000 interactive kiosks nationwide so people can check out these PlayStation games as they shop.

Post Cereals will feature Crash Bandicoot on more than 33 million boxes of Golden Crisp, Alpha-Bits, Marshmallow Alpha-Bits, Fruity and Cocoa Pebbles, Waffle Crisp, Honeycomb and Frosted Shredded Wheat. Each box has



CHARACTERS LIKE CLOUD FROM FINAL FANTASY VII WILL BE GRACING THE BOXES OF VARIOUS CONSUMABLE ITEMS IN YOUR FRIENDLY NEIGHBORHOOD GROCERY STORE.

a coupon inside good for \$5 off the original Crash or Crash 2. These promotions are also backed up by two others—a PlayStation truck will make appearances at sporting events, concerts and festivals, and the Ultimate PlayStation Video Game Search gives kids a chance to win a \$10,000 savings bond. Kids eight and under will be asked to draw their dream PlayStation game, and kids ages nine through 17 will be asked to describe their dream PlayStation game in 25 words or less. The Ultimate Video Game Search is touring malls across the country. The promotion runs through Dec. 31 so hurry up and get to the mall!

Tidbits

Following hot on the heels of *Croc*, Argonaut Software is hard at work on a PlayStation version of *Alien Resurrection* for Fox Interactive. The game is based on the new *Alien* movie starring Sigourney Weaver and Winona Rider.



Lara Croft in...2-D!

Tomb Raiding adventurer meets magic-wielding Witchblade

Eidos Interactive and Top Cow Productions have announced a special one-shot comic teaming up Lara Croft, star of *Tomb Raider* 1 and 2 with Top Cow's *Witchblade* character. The art will be provided by regular *Witchblade* penciler, Michael Turner. Details have not been made available about the content of the story, but the release date of the comic book has. The comic will be available at around the same time of *Tomb Raider* 2's release which means NOW. Top Cow and Eidos first collaborated on a project when Marc Silvestri (head of Top Cow) created the main characters for *Fighting Force*.



Get your Ugly Mug in an EA Game

Mellow Yellow contest allows you to be the star

Have you ever thought that you should be in video games? I don't mean the programming or 3-D art side, but rather inside the game itself. You can get your chance by looking under the caps of specially marked Mello Yellow 20-oz., 1-liter and 2-liter bottles. In addition to the three grand prizes, you also have a chance to win EA games like Need for Speed II, Moto Racer and Road Rash as well as free 20-oz. bottles of Mello Yellow. In addition, each

bottle will include a \$10 discount off EA video games. "This promotion provides a once-in-a-lifetime opportunity for teenagers who have always dreamed of playing video games from the other side of the screen," said Frank P. Bifulco, vice president, marketing, Coca-Cola USA, which markets Mello Yellow.

This continues the growing link of software and soft drinks that seems to be on the rise.

LOOK AT ALL THE JOOKY...ER, I MEAN, MELLO YELLOW STUFF YOU CAN WIN!

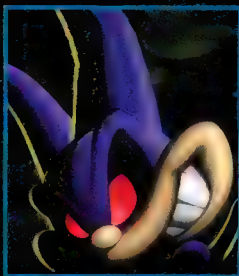


Glasstron coming to the States

Sony Electronics has recently announced they will be bringing out the Sony Glasstron for domestic release. The Glasstron is a head-mounted viewing device that can be hooked up to everything from your VCR to your Sony PlayStation. There is also an optional TV tuner as well as battery packs for a portable monitor on the go! OPM readers will notice that we covered the Glasstron as an import from Japan in our November issue. It looks like the big wigs are paying attention to our sharp eye.



EDITOR JOE RYBICKI IS TOO SEXY FOR THESE GOGGLES... SO SEXY IT HURTS.



Industry

SCEA signs a deal with the Devil

The first PlayStation title from Malofilm Interactive, Jersey Devil, has been picked up for release by Sony Computer Entertainment America. The game should hit stores sometime within the first half of 1998.

50 Million Discs and Counting

Sony recently reached a milestone by pressing its 50 millionth PlayStation disc. The combination of 35 million PlayStation games and countless sampler discs have helped Sony crank out the big production numbers. Final Fantasy VII had the honors of being the game that put them over the hump.



A PLAQUE COMMEMORATING THE ACHIEVEMENT WAS PRESENTED TO THE FOLKS AT SCEA.

Top Bands Featured on Test Drive 4



Accolade has announced the inclusion of the groups Orbital and The Younger, Younger 28's into the soundtrack of their game Test Drive 4. The featured songs, "Out There Somewhere Part 2" by Orbital and "Here I Come" and "Keep the Beat" by The Younger, Younger 28's are both prominently played throughout the game. Test Drive 4 is in stores now.

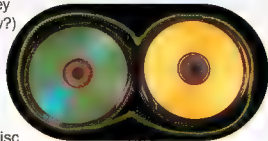


No Jewels From Sony

Dear OPM,

Great magazine. Definitely an excellent improvement. I especially love the demo discs (who doesn't?), but I was wondering why the discs don't come in a paper slipcase (like other magazines' discs) instead of a plastic wrapper. I find the wrapper easy to rip apart, and the disc falls out quite easily, also. I'm almost tempted to buy extra jewel cases just to keep the discs in, but I'd like the reason why you've chosen wrappers instead of the more secure slipcases. (I mean, now you're endorsed by Sony. Couldn't they come up with the money somehow?) Once again, great improvements, but the disc aspect needs some work.

R. Barnholt
Bellingham, WA



We'd love to hit Sony up for some money for better CD holders, but that's probably not going to happen. Keep your eyes peeled, though, because we're working on special premiums for subscribers which could solve your problems.

Magnificent Magazine

Dear OPM,

Your mag is incredible! And I should know, I subscribe to three. And now, after reading one issue for one day, I'm subscribing to four. I'm hooked. Your coverage of PaRappa was not just a peck on the surface, but real substance. A substance that could only come from an official magazine. As Kelly Mummert said in your November issue, "Thanks for writing a mag that is of the same high caliber as the machine it's devoted to." Another thing I should know about, I own five. Basically, I know what I'm doing when it comes to video

games. I beat Final Fantasy VII in three weeks, and you have the best publication I've seen. Not that the others are bad, they just aren't as thorough. You are good—expensive—but good.

Your disciple,
Sam Yawitz
FSCalandra@aol.com

Where's Golgo 13, eh?

Dear OPM,

First and foremost, I must say what a refreshing change your magazine is! There are several PS magazines out there that just don't have the content, quality and excellent layout that yours does. Bravo, and keep up the excellent work! Next I have two questions for you:

1) Does anyone remember Golgo 13? Was there any other games than Golgo 13: Top Secret Episode and the Mafat Conspiracy? Are there any Golgo games in the future of the PlayStation? (I hope!) I know he is a fairly popular anime character.

2) If I live in Canada and subscribe to your magazine, do I still get the monthly demo disc? (Please say yes!)

Sincerely,
Neil Paterson
rudi@lara.on.ca



There isn't much chance at it since it is rumored that the creator of Golgo 13 is very difficult to work with, but you never know. Yes, you will get the disc in Canada.



How do you like the mag? What about the design? Are we leaving anything out?
Let us know!

To get special attention as far as design and content issues go, label your Letters or e-mails with the heading: **PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine** at the addresses on the next letters page.

We can't wait to hear from you.



Dear OPM,
Are you guys planning to put the magazine online? Or is the magazine already online? If the magazine is already online, can I have the address? Your #1 fan
MG315@aol.com

You can find info about our magazine as well as other goodies on www.videogamespot.com.

CORRECTION

In the Nov. Issue, we reported that the manufacturer's suggested retail price for the Sony Power Price line will be \$34.95 when the MSRP is actually \$39.95. Many retail outlets advertised for the lower amount, but that is not the norm. We apologize for any confusion this may have caused.

we want your input!

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Grateful Reader

Dear OPM,

I'm extremely happy that the PlayStation has an official magazine that is 100 percent PlayStation. I have only great things to say about this magazine. The layout is superb, the design and articles are fantastic! I have both the October issue (premiere) and the November issue. And I have read them cover to cover. Thanks a million for those great strategy guides for Bushido Blade and Final Fantasy VII. I find the information in them most useful. The section that I look forward to most each month is the "G.e.a.r." section. It helps keep me up to date with what's new, hot and what's not. You can expect my subscription in the mail soon.

An avid PlayStation fan and supporter,
Benjamin Klassen
klassen@telusplanet.net

Revvin for Riven

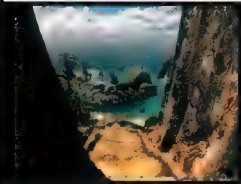
Dear OPM,

Outstanding. I picked up my first issue of your magazine today (Vol. 1, issue 2). It took six book stores to find it and it was in a Software Etc. store instead. Go figure. Anyway, love the magazine. The game ratings are short, sweet and to the point. I love it. I was reading the Letters section and had a couple of questions.

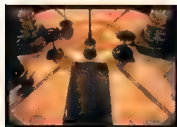
1. Will games from Japan run on the U.S. PlayStation?
2. Are you going to do a rating on Riven, the sequel to Myst? And do you know if it will require a mouse to play it?

Thank you.
Keep up the excellent work.

Sean Bennett
Las Vegas,
NV



Games from Japan will not run on U.S. systems and vice versa.



We will do a rating on Riven as soon as we get our paws on it. There are no games that force you to use a mouse on the PS and I'm sure Riven will not be the first.

I am Helpful

Dear OPM,

In reference to the reader letter titled "No Heavenly Engage" (Vol. 1, issue 2) there is a way to get the music from the game into another format so that it may be



listened to. Simply connect the PS stereo out (red-and-white RCA) into a recording device (such as cassette or DAT) and, in the case of Soul Blade, go to the BGM test. Press Record on your recorder and press the Circle button to start playback of the music. Simple. I know, you probably don't want to bother with it, but I just thought you should know there was a solution to the yellow book audio "shortcomings."

I will write often, and I will try always to be helpful.

Jemig@aol.com

P.S. Good issue!



Wow, I totally forgot about the incredible Policenaughts and Snatcher. There was talk about their release earlier this year in Japan, but there has been nothing ever since. Not even any complaints about their non-U.S. release. Until now. If you want to start an e-mail petition, I will gladly support any efforts. Until then, I'm going to have a little talk with our "friends" at Konami. They give us Suikoden, Vandal Hearts and Castlevania: SotN, but not Policenaughts or Snatchers? **OUTRAGEOUS!**
hongyul@worldnet.att.net

My Two Cents and a Nickel

Dear OPM,

I was skeptical at first to buy your magazine, but now I think differently. You are unbiased and intelligent, and you don't try to glorify Sony or the PlayStation in any way (they don't need it anyway). Your format and everything is perfect and you lack in only a few areas. Here's a list of my critiques:

- 1) Posters. I love good posters.
- 2) The CD needs to be flashier, with more games.
- 3) Don't print outdated codes, unless requested.
- 4) Show some statistics about the PlayStation, like ratio of sales compared to Nintendo and Sega.
- 5) More news.
- 6) Letter art.
- 7) Some contests. You are supported by Sony, right?
- 8) Review some of the best imports in Japan.
- 9) A listing of the games, and the pages they are featured on.



Now my questions:

- 1) Will an import game play on my PlayStation?
- 2) If I had an idea, or a whole bunch of ideas, for a game, what should I do with them?
- 3) What are the best, or most useful, peripherals for the PlayStation? Thank you for your time, and expect my subscription in the mail.
koppc@nsanaples.navy.mil

Answers to suggestions:

- 1) *We love posters too. We had a couple in our last three issues.*
- 2) *We're working on it.*
- 3) *It's an archive. Many new owners do not have these codes.*
- 4) *Probably won't happen.*
- 5) *There isn't that much going on, really.*
- 6) *Send some art.*
- 7) *Look for some soon.*
- 8) *It's under consideration.*
- 9) *We're working on it.*

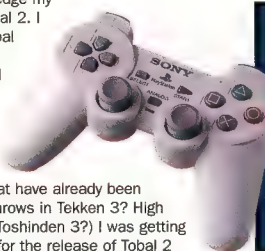
Answers to questions:

- 1) No
- 2) *Write them down or you will explode.*
- 3) *A good television and a beer.*

Extra Translators Wanted?

Dear OPM,

I want to pledge my interest in Tobal 2. I purchased Tobal No. 1 when it came out, and I thought it was a blast. Square really pushed some new boundaries that have already been copied (side-throws in Tekken 3? High frame rate in Toshinden 3?) I was getting really excited for the release of Tobal 2 and the analog controller with the rumble feature. Then what happened? Tobal 2 gets dropped from U.S. release and the analog pad loses the rumble feature on its trip overseas. All the magazines raved about Tobal 2 and it never got a chance to prove itself in the States. The two reasons I heard for not releasing it here were the limited success of Tobal No. 1 and the fact that Square was too busy translating Final Fantasy VII and other RPGs. Well, now that many magazines have shown support for the game, and Final Fantasy VII is done, why don't they get crack-



ing? They probably have made enough money off of FFVII that they could hire some extra people to help them out in translating. I would appreciate any information on what I can do to get it released here; where I



can write to express my support and all that good stuff. Thanks for your time.

Daniel Grove
Madison, WI

You can write to Square at:
Square LA
4640 Admiralty Way, Suite 1200
Marina Del Rey, CA 90292
or e-mail at www.sqa.com

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Hey Wat! You never answered my question about subscriptions. I don't want to miss a single issue. Where do I subscribe? How do I subscribe? Do you think I look good in orange? By the way, I think Clock Tower is not getting a fair review. I'm totally into it! I think it's getting mediocre reviews for the same reason Friday the 13th keeps getting put on the WORST GAME OF ALL TIME lists—nobody played it until the end. Both these games kick ass and it's a shame that patience, like virginity, is a virtue that is slowly disappearing! Your friend,
Father Brian O'Toole

You can use one of the subscription cards found in the magazine or you can call (303) 665-8930.

Alucard-san lives!

Dear OPM,
I'm writing in response to the Japanese art problem that was brought to your attention in the October 1997 issue of your new Official PlayStation Magazine. I bought Castlevania: Symphony of the Night and let me tell you, they did not scrap the Japanese cover art. When you open up the case and take the disc out you will find that under the disc is the original Castlevania: Symphony of the Night Japanese cover art. All they did is move it to the inside part of the case and not on the cover. Either way (whether it's on the inside or outside), it still looks cool!!!
Sincerely,
Todd Chedister
TChed@juno.com



Not enough G.e.a.r.

Dear OPM,
I just wanted to let all of you at OPM know what a great job you are doing. What an amazing magazine...and that's after only two issues. The covers are not cluttered like most gaming mags, and the layout is mature, comprehensive and easy to read. I don't feel like I'm reading some kiddie magazine. (No need to mention competitor names!) Kudos to your design team. As far as content goes, you've got all the bases covered as far as I can see. Your Reviews section is great, especially the Pros/Cons box. The PaRappa article was great and I'd love to see more like it, not to mention that cover was one of my favorite magazine covers ever. The strategy guides are useful if you have the game (the FFVII guide in #1 was the best), but the Tricks Archive is a valuable section for anyone who (like myself) has only recently bought a PlayStation. The G.e.a.r. section is also fantastic, and I'm sure everyone would like to see it expanded (right every-one?) to more than just four pages. I'd especially like to see more toys—maybe you could do a history of toys based on video games, plus more toys from Japan! The FFVII toys you showed in #1 are great, so let everyone know that there are two new ones out—Vincent Valentine and Sephiroth. Hopefully more are on the way soon. I look forward to getting OPM every month. Keep up the great work.

Jason Exum
RogueTrooper@webtv.net

Thanks for the update on the toys, Jason.



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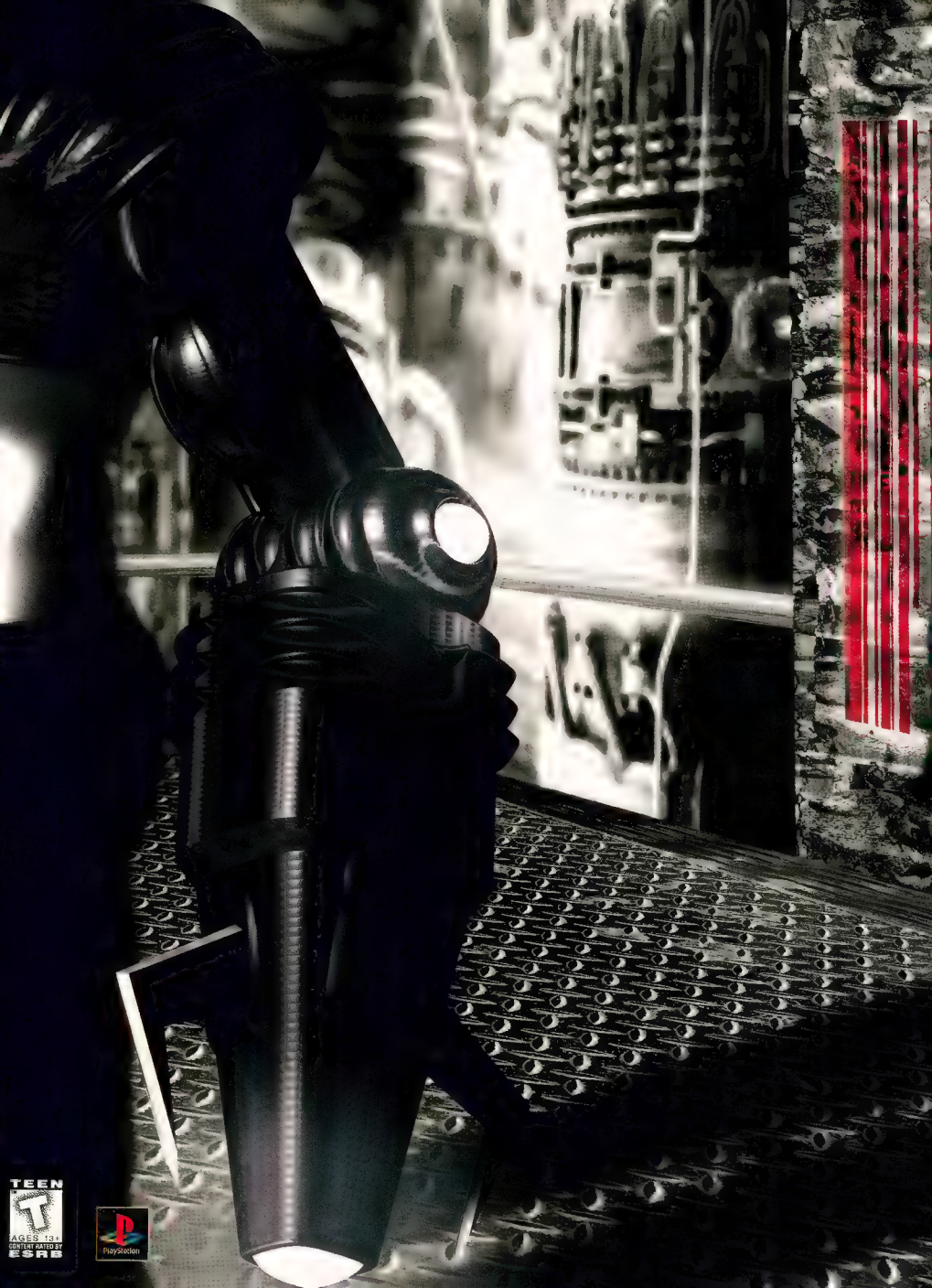
IN THE
FUTURE,
MACHINES
WILL NOT
BE USER-
FRIENDLY.



Immerse yourself in seven unbelievable fantasy worlds and take on a marauding metallic battalion of mechanized death machines with your weapon-packed, futuristic assault vehicle. The Shadow Master, an evil overlord, has gone completely mad, and he will stop at nothing less than total genocide of

anything organic. Through 16 punishing levels, and an endless barrage of spectacular explosive firepower and amazing lighting effects, you must track the Shadow Master down and make scrap metal of him and his lethal robotic creatures. **Shadow Master, the ultimate fantasy shooter.**

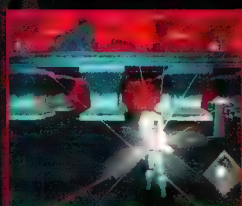
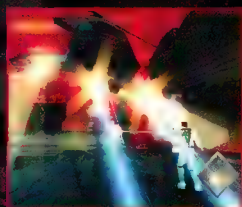
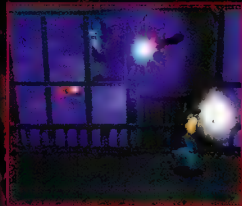




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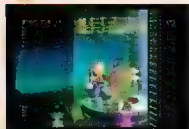
<http://www.geogames.com>

VISUAL CONCEPTS

Top 20

1

Final Fantasy VII

PUBLISHER: SONY
GENRE: RPGLAST MONTH: 1
RELEASE DATE: AUG 1997

Continuing its reign at number one is Square's unparalleled role-playing epic. If the numbers are any guide, it'll stay here for a long time to come.

2

NFL GameDay 98

PUBLISHER: SONY
GENRE: SPORTSLAST MONTH: 2
RELEASE DATE: AUG 1997

Holding steady at number two is Sony's all-polys-all-the-time update of the PlayStation's first football title. It may drop, however, once GameBreaker arrives.

3

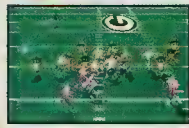
NASCAR 98

PUBLISHER: ELECTRONIC ARTS
GENRE: RACINGLAST MONTH: 5
RELEASE DATE: SEPT 1997

Edging out Madden for the number three spot, the exhaustive NASCAR 98 continues to delight stock car aficionados and Molly Hatchet fans alike.

4

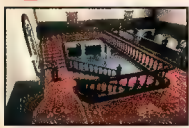
Madden NFL 98

PUBLISHER: ELECTRONIC ARTS
GENRE: SPORTSLAST MONTH: 3
RELEASE DATE: AUG 1997

Proving the longevity of his video game career, Madden refuses to go down without a fight. He drops one more spot after peaking two months ago at number two.

5

Resident Evil: Director's Cut

PUBLISHER: CAPCOM
GENRE: ADVENTURELAST MONTH: 10
RELEASE DATE: SEPT 1997

In spite of bad press and customer dissatisfaction, Director's Cut jumps a surprising five slots, proving that gamers just can't get enough of the walking dead.

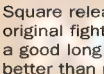
The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

6 Crash Bandicoot

PUBLISHER: SONY
GENRE: PLATFORMLAST MONTH: 6
RELEASE DATE: SEPT 1996

Standing firm just outside of the Top Five, the original Crash Bandicoot remains one of Sony's most internationally successful titles.

7 Bushido Blade

PUBLISHER: SONY
GENRE: FIGHTINGLAST MONTH: —
RELEASE DATE: OCT 1997

Square releases one of the only truly original fighting games we've seen in a good long time. There's nothing better than maiming a close friend!



8 Mortal Kombat Mythologies: Sub-Zero

PUBLISHER: MIDWAY
GENRE: FIGHTINGLAST MONTH: —
RELEASE DATE: OCT 1997

John Tobias' RPG/platform/fighting title gives gamers a close look into the life of one of the perennial favorites of the MK crew.

9 NHL 98

PUBLISHER: ELECTRONIC ARTS
GENRE: SPORTSLAST MONTH: 11
RELEASE DATE: SEPT 1997

Climbing two spots from last month, NHL continues to be one of the great repeat performers of the sports video gaming world.



10 Oddworld: Abe's Oddysee

PUBLISHER: GT
GENRE: PUZZLELAST MONTH: 9
RELEASE DATE: SEPT 1997

The strange, yet loveable Mudokon Abe exhibits his characteristic perseverance as he drops just one spot from last month's list.

11 Jet Moto

PUBLISHER: SONY
GENRE: RACINGLAST MONTH: 8
RELEASE DATE: NOV 1996

Sony's hysterical Jet Moto 2 ad has people talking about this game's sequel, prompting some to save their cash for its release.



12 Castlevania: SOTN

PUBLISHER: KONAMI
GENRE: PLATFORMLAST MONTH: —
RELEASE DATE: OCT 1997

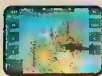
Hailed by many as one of the greatest games to come along in awhile, Castlevania finally lets consumers see what all the hype is about.

Send your votes for the readers' 10 most wanted games to:
Official PlayStation Magazine
Attn: Readers' 10 Most Wanted
1920 Highland Ave.
Lombard, IL 60148
or e-mail us at: bob_conlon@zd.com

13 Nuclear Strike

PUBLISHER: ELECTRONIC ARTS
GENRE: ACTION

LAST MONTH: —
RELEASE DATE: OCT 1997



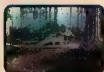
Wanna know what it feels like to hold the fate of the free world in your own sweaty palms? Nuclear Strike shows that it's fun to blow stuff up!

14 The Lost World: Jurassic Park

PUBLISHER: ELECTRONIC ARTS
GENRE: PLATFORM

LAST MONTH: 4
RELEASE DATE: AUG 1997

Dropping 10 spots from last month, The Lost World slides back down somewhere near its initial entry point of three months ago.



15 NCAA Football 98

PUBLISHER: ELECTRONIC ARTS
GENRE: SPORTS

LAST MONTH: 7
RELEASE DATE: AUG 1997



It enjoyed a brief moment at number one, but two months later it's headed for the sidelines. Guess the good players have all graduated.

16 Marvel Super Heroes

PUBLISHER: CAPCOM
GENRE: FIGHTING

LAST MONTH: —
RELEASE DATE: OCT 1997

"Berzerker Barrage!" The long-awaited home conversion of the Street Fighter-style arcade fighter makes a respectable debut at number 16.



17 Tekken 2

PUBLISHER: NAMCO
GENRE: FIGHTING

LAST MONTH: 12
RELEASE DATE: AUG 1996



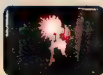
This one's been floating around in the middle teens for the past couple of months, remaining a staple fighter of new PlayStation owners.

18 Nightmare Creatures

PUBLISHER: ACTIVISION
GENRE: ADVENTURE

LAST MONTH: —
RELEASE DATE: OCT 1997

London is burning, and it's up to a kung-fu monk and a feisty swordswoman to put a stop to the evil Heccate menace once and for all.



19 Twisted Metal 2

PUBLISHER: SONY
GENRE: ACTION

LAST MONTH: 15
RELEASE DATE: NOV 1996



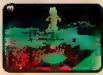
As one of the three Sony games still in the Top 20 over a year after release, TM2 offers more CARNage than you can shake a spark plug at!

20 Croc

PUBLISHER: FOX INTERACTIVE
GENRE: PLATFORM

LAST MONTH: —
RELEASE DATE: OCT 1997

Well, it's not exactly the fabled "Mario-killer," but Croc does show that you don't need 64 Bits to make a cute, successful 3-D platformer.



10 Most Wanted

As compiled by our attractive, intelligent readers

- 1 Metal Gear Solid** We're hoping for a playable version early this year.
- 2 Final Fantasy IV** The world and the atmosphere of this installment will be the best.
- 3 Saga Frontier** Done with Final Fantasy VII? Square's next RPG is due soon.
- 4 San Francisco Rush** The classic racing game is back.
- 5 Gran Turismo** Attendees of September's Tokyo Game show were wowed by this racer.
- 6 Messiah** Early screenshots show a game with an incredibly unique look.
- 7 Mace: the Darkening** Our readers are always eager for a slick new fighter.
- 8 Final Fantasy Tactics** A gorgeous RPG is coming to the PlayStation 2.
- 9 Ultima Collection** Readers and editors alike wonder when this classic series will see the PS.
- 10 Turok: Dinosaur Hunter** Rumors have been circulating about the first N64-to-PS port.

Editors' Top 10

What we've been playing instead of working

- 1 Monopoly** "Pay the hat!" snarls "Bobby the Hat" Conlon, our new office land baron.
- 2 Colony Wars** Beautiful graphics plus beautiful gameplay equals one beautiful game.
- 3 Command & Conquer** Red Alert got us in the mood for some more realtime strategy.
- 4 Tomb Raider 2** Joe's obsessed with trying to drive Lara's snowmobile off a cliff.
- 5 Resident Evil 2** Come on, who doesn't like setting dead people on fire?
- 6 The Spirit of Christmas** This pre-South Park short film gets us in the holiday mood.
- 7 NBA Fastbreak '98** Din and Dave take it to the court to duke it out hardwood style.
- 8 Bloody Roar** One of the surprises of last year's E3 has made good on its promise.
- 9 Frogger** Any game that can occupy four editors at once deserves a slot in the Top 10.
- 10 Lights Out** This deceptively simple puzzle cube is actually the work of the devil.

Source: NPD TRSTS Video Games, Sept. 3-30, 1997
Call them at (516) 625-0700 for questions regarding this list.
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Game descriptions are written by the OPM staff. Overall sales figures may vary.

The image is a dark, atmospheric cover for the video game Resident Evil 2. It features a close-up of a character's face, partially obscured by shadows and a blue, textured mask. A single, glowing red eye with a black pupil is visible on the left side of the face. The character's hand, which is pale and appears to be holding a weapon or tool, is positioned in the lower center. The title "RESIDENT EVIL" is written in a bold, metallic, sans-serif font across the middle of the image. Below the title, a large, stylized number "2" is prominently displayed, also in a metallic, textured font. The overall color palette is dominated by dark blues, blacks, and reds, creating a sense of mystery and horror.

RESIDENT EVIL

2



IT'S JUST AROUND
THE CORNER.
RESERVE YOUR
COPY TODAY.

THE TERRIFYING SEQUEL TO LAST YEAR'S "BEST PLAYSTATION GAME OVERALL."

JANUARY 1998. WILL YOU SURVIVE THE HORROR?

CAPCOM

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Demo disc

How they play

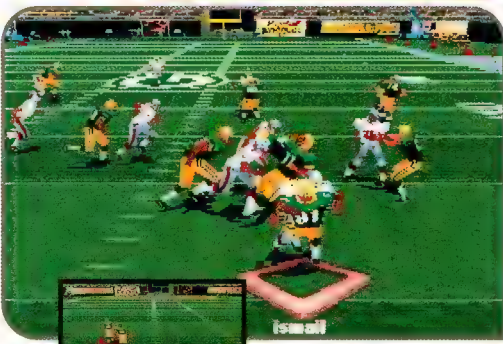
NFL GameDay 98

Football for the new millennium

Football fans who have yet to experience this year's GameDay should be ashamed of themselves. Nevertheless, for those of you who still haven't had a chance to play this revolutionary football game, we present for your enjoyment a sample of NFL GameDay 98.

Like the Madden demo of a couple months back, you don't get a choice of teams on this one. It's the Patriots vs. the Packers in a two-minute reprise of last year's Super Bowl. That doesn't mean that there isn't time for some big plays. Hit Start before calling a play and move down to More Options. Here you can set the Clock Speed to Slow and the Game Speed to Fast, giving you the opportunity for the greatest number of plays in the two minutes allotted. Also accessible from the Pause Menu is Customize Game, which allows you to set such variables as Computer I.Q., "tightness" of the physics and Player Size. If you're having trouble against the computer, you might want to dumb it down a bit—these are the Packers and the Patriots after all.

If you're familiar with Madden, you'll want to be careful of the tendency to pass a lot. GameDay is not nearly as forgiving when it comes to passing the ball,



and you'll find yourself coming up short more often than not. As in real football, the running game is key.

Luckily, the game includes a huge number of running options to keep things interesting. For instance, if you've got the ball with a defender coming in quick from the side, a well-timed stiff arm will send him reeling and earn you a few extra yards. Or hit the Circle button while running to spin out of the way of attackers.

When passing, try taking control of the receiver to ditch your coverage. If it looks like you're not going to make it to the ball in time, hit the Triangle button to jump toward the ball. Experiment with other button combinations to find more of the game's many options. Good luck!

THERE REALLY IS
TIME TO SCORE.
JUST HURRY.

A GOAL LINE
DEFENSE WORKS
EVEN AWAY FROM
THE GOAL LINE.



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- up move up
jump/hurdle
- down move down
change pl./special
- left move left
dive/tackle
- right move right
hike/pass/speed
- R1 stiff arm/swim
stiff arm/swim L1
- R2 juke/forearm
deepest man (def.) L2

DEMO DISC

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Jon Manenberg

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PRODUCT MANAGER

Shelley Ashtrom

EXECUTIVE PRODUCER

Andrew House

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MUSIC COMPOSITION

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TEST MANAGER

Mark Pentek

LEAD TESTERS

Ben Brookes

Kenneth Chan

Charles DeLay

PROGRAMMING AND

INTERFACE ARTWORK

BY LIFELINE PRODUCTIONS, INC.

LEAD PROGRAMMER

Avery Lodato

3D ARTIST

Sonia Konett

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Katherine Williams

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CD INTERPRODUCTION BY

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EDITOR

Ryan Ramirez

SPECIAL THANKS

Karen Borowick

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Inquiries, 919 E.

Hillsdale Drive, Foster

City, CA 94404

STATS:

THEME

Football

OF PLAYERS

1-8

% COMPLETE

100%

AVAILABILITY

Now

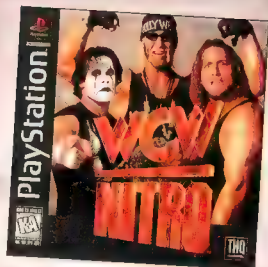
PUBLISHER

Sony

DEVELOPER

SISA

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Over 20 WCW and NWO superstars
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awesome tag team action,
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It's enough to make
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Demo disc

How they play

CART World Series

Gear up for Sony's searing racing sim

Sony has developed one of the more complex—and challenging—racing titles of late; an intricate screamer called CART World Series. Taking on the personas (not to mention the sponsorships) of any of a huge number of actual CART league drivers, players can take to the tracks of several unique raceways all across the country.

The track included on the disc is a winding, picturesque track in scenic Lexington, Ohio. Although some tracks are simply basic ovals, the Lexington course has a number of tough turns as well as a fair share of hills and dips. Don't think you'll be able to just drift through the tight turns. You won't be power sliding here; you'll need to lay on the brake if you want to keep control.

Experiment also with the different car configurations; you might find that a slight change in fin angle or tire grip makes the car easier for you to handle. With this kind of control, finding the perfect setup is basically a matter of taste.

DON'T WORRY IF YOU
LOSE A TIRE; IT'LL
GROW BACK.



STATS:

THEME
Racing

OF PLAYERS
1 or 2

% COMPLETE
100%

AVAILABILITY
Now

PUBLISHER
Sony

DEVELOPER
SISA

Frogger

Something old, something new.

The best-known frog of video gaming has hopped on the 32-Bit consoles with Hasbro's release of Frogger. Full of the same simple gameplay that made the original such a classic, with the addition of some new features, Frogger mixes the old and the new to come up with a charming arcade-style game that appeals to younger players and us nostalgic older folks as well.

Don't be fooled by the simple circular motions of the logs and turtles when you first enter the game; they might lead you to think that the level is a lot smaller than it actually is. Hop on a drifting log and wait until you come near the turtles. Ride the turtles around, moving from row to row quickly. (Don't stay on a turtle too long, or it will submerge and take you with it!) If you hang with the turtles long enough, you'll approach the mainland. Now it's time for a real Frogger-style flashback: You'll need to head out into traffic!

You won't simply cross the road this time, however; you have to head down the highway toward the city.

Keep an eye out for the glowing bugs; nab 'em with your heat-seeking tongue (the Square button) for extra time and other surprises. Remember your Super Hop when you're in a tight spot!



HUGE LEVELS OFFER
MORE CHALLENGE
THAN THE ORIGINAL.

STATS:

THEME
Platform

OF PLAYERS
1-4

% COMPLETE
100%

AVAILABILITY
Now

PUBLISHER
Hasbro

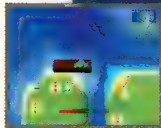
DEVELOPER
Hasbro

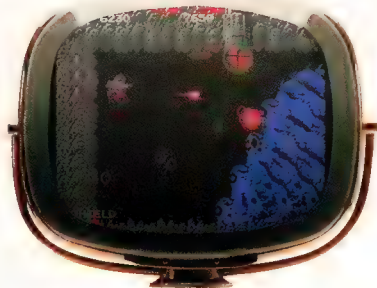
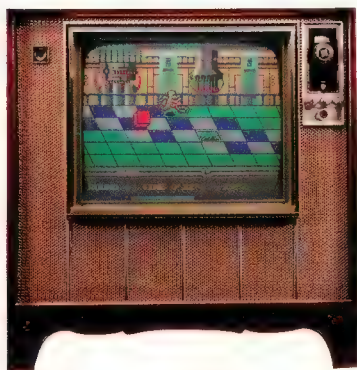


up	not used
not used	
down	not used
rear view	
left	turn left
brake	
right	turn right
accelerate	
R1	shift up
shift down	L1
R2	time/status
time/status	L2



up	move up
punch/kick	
down	move down
power crouch	
left	move left
heat-seeking tongue	
right	move right
super hop	
R1	not used
not used	L1
R2	rotate view
rotate view	L2





Kinda like reruns. Even more fun the second time around.



Spawn: the Eternal

This footage of the long-awaited (and oft-delayed) *Spawn: the Eternal*, shows several of the unique worlds *Spawn* finds himself in during the course of the game. In addition to *Spawn*'s present-day costume, you'll also see a couple shots of Savage *Spawn* in his primitive surroundings. The final game includes Medieval *Spawn* as well.

A bit of trivia: Look closely and you'll notice that *Spawn*'s right leg is covered by a spiked club apparatus which was removed from the final version of the game. See our review on page 76 for more information.



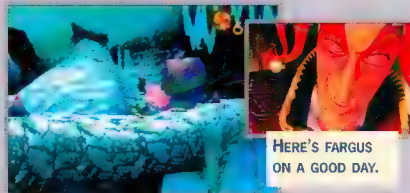
Final Fantasy Tactics



OK, so you've finished *Final Fantasy VII* and you're looking for a new challenge. Well, if you're in the mood for more RPG-style adventure, you need look no further than *Final Fantasy Tactics*, a great game of strategy and conquest in the strategy/RPG style that *Vandal Hearts* made popular.

You'll see familiar people, places and creatures from the *Final Fantasy* universe in a game with a visual style all its own. An epic story carries the player through a huge number of turn-based battles executed on large 3-D battlefields. You'll definitely be hearing more about this one.

Pandemonium 2



As if *Pandemonium!* wasn't strange enough, along comes *Pandemonium 2* from Crystal Dynamics and Midway to take players on a truly twisted trip through the darker realms of the subconscious and the places where bad things dwell.

You'll notice from the cinema scenes that Nikki, Fargus and Sid have all changed a bit since the last game: Fargus has become more demented, Sid's gained a few new abilities and Nikki...well, Nikki's grown up.

Yes, those are eyeballs Fargus is walking on; and it's not your imagination, they are turning to watch his progress. Other areas in that level include hands which make grasping motions when stepped on, a giant mouth or two ready to swallow the player whole, and huge Fargus heads looming in the background. Keep in mind that the game gets even more bizarre than that. Have a nice trip.

Gex: Enter the Gecko

That sarcastic little lizard has returned in the long-awaited sequel to one of the more unique platform titles of the past few years. This time, *Gex* is in full 3-D, which raises some truly interesting possibilities when it comes to his trademark wall-climbing ability.

Some of the levels seen here are the haunted house, the prehistoric jungle and outer space. Each level is designed to be a spoof on a particular movie or film genre. Notice the cute little doll guy chasing *Gex* around with a knife on the haunted house level. And don't miss the fact that *Gex*'s outer-space outfit looks suspiciously like the disposable troops from a certain classic sci-fi trilogy.



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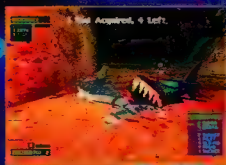


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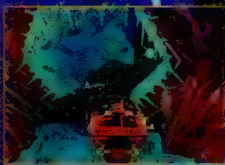
KISS THE ABYSS



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DEEP SEA MULTI-PLAYER
GAME MODES.



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DEPTH CHARGES AND MORE.

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LOCKJAW

about totally immersive gameplay. Take a dip in



ARMAGEDDON

these sub-infested waters for a spot of nuclear

fishin'. 12 subaquatic psychos want to send you

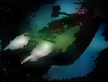
down, and they've got the torpedoes to prove it.



BOTTOM LINER

Don't worry, you'll know you're in too deep

when the water pressure caves your head in.



STALINGRAD

Looks like you're in deep, deep.

FROM THE DEVELOPERS OF TWISTED METAL™
JET MOTO™ AND WARHAWK™



ARCHIMEDES



LA GRIFFE



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Need a reason to get surround sound? You're about to flip through pages of them.



Previews

The latest on the newest

THE COLOR SCHEMES BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

•Action/Adventure

•Fighting

•Sports

•RPG

•Puzzle/Strategy

•Platform

Nagano Winter Olympics '98

Konami goes for the gold

In a noteworthy licensing coup, Konami has obtained the rights to produce the only official video game of the 1998 Winter Olympics. Nagano Winter Olympics '98 will include all the major events of this year's games, giving players a chance to represent the country of their choice in an attempt to bring home the gold.

Events featured in the game include bobsled, luge, downhill skiing, ski jump, snowboarding and even curling.

Every aspect of each event is under the player's control, from the speed and timing of the bobsled launch to the angle, power and hook of the curler's "rock."

Players can choose to work their way through all events in a simulation of the entire Olympic array, or take each event singly and try to beat the world records. Two players can also participate, competing against each other or working together for a single country.

The athletes are represented as detailed polygonal characters, and the environments are statistically accurate down to the smallest detail. This serves to emphasize the focus the



ONE OF THE MORE ESOTERIC OLYMPIC SPORTS IS CURLING. IT MUST BE SEEN TO BE BELIEVED.



developers placed on the simulation side of the game.

With the exclusive Olympic license, the designers are definitely concentrating on

statistical accuracy, as opposed to arcade-style action. In other words, don't expect Nagano to be another incarnation of the coin-op classic Track & Field. Although the outcome of each event is without question determined by the player, the events are paced to allow for precise control rather than all-out speed.

Still, considering that the Olympic Games never fail to generate a huge amount of hoopla, Nagano Winter Olympics '98 should enjoy a certain degree of attention on the Olympic name alone. Fans of winter sports and those looking to participate (to some degree, anyway) in the Olympic festivities will want to keep an eye on Nagano.



EVERY MICROSECOND COUNTS IN THE DOWNHILL SLALOM. WATCH THOSE TURNS!



STATS

THEME
SPORTS

OF PLAYERS
1 OR 2

% COMPLETE
90%

AVAILABILITY
FEBRUARY

PUBLISHER
KONAMI

DEVELOPER
KONAMI

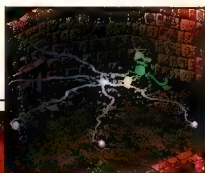
Elric

Hack your way to fame and fortune

It was only a matter of time before the Diablo clones started hitting the market. This enormously successfully multiplayer PC hack-and-slash RPG was destined to spawn a number of look-alikes from the moment it first became popular. There's a funny thing about games which draw on enormously

Gauntlet by yourself; you can do it, but why would you want to? Elric, on the other hand, focuses much more carefully on the one-player aspects of the game. And while the PlayStation version will support two players, the

HAND-DRAWN ANIMATED CUT SCENES DEVELOP ELRIC'S UNIQUE LOOK.



popular titles for their inspiration, though: Sometimes

multiplayer version is not expected to carry the game. Furthermore, Elric's environments are richer and more detailed than its PC predecessors.

they're better. A lot better.

Psygnosis' Elric may be the first Diablo spin-off in a long line of spin-offs. But based on what we've seen, it may stand up as the best of the bunch for a long time to come. Consider, for example, that Diablo's One-player Mode was generally looked on as significantly inferior to its Multiplayer Mode. The difference was somewhat akin to playing

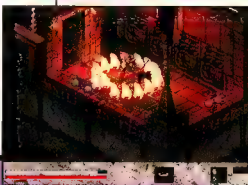
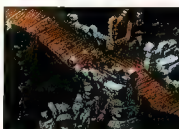
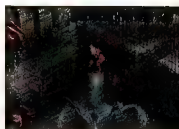
sor—not to mention more varied. Whereas Diablo was set primarily in very angular dungeons, Elric has a more organic, realistic appearance, with locations ranging from normal-looking living areas to the decks of sailing vessels, and yes, even dank, poorly lit dungeons.

It's not a surprise, however, that the game has a more carefully realized environment, since the story is based on the

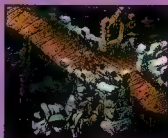
writings of the popular fantasy author Michael Moorcock.

Gamers play the part of Elric, the leader of a declining empire, in a struggle against the power of the gods which oppress him. It seems that Elric's beloved Cymoril has been taken from him in a cruel twist of divine whimsy. In the depths of his despair, Elric learns that there is hope for her return: If he can but gather the nine pieces of the Cross of Chaos and place it on her coffin, Cymoril will awaken from her eternal sleep, brought back from the arms of death by the heroic deeds of her beloved.

ELRIC MUST TRAVEL TO MANY UNIQUE AREAS IN HIS QUEST.



With such graphical milestones as WipeOut XL and Colony Wars under their belts, the folks at



Psygnosis sure have a way of developing an unusual graphic style. This style is being applied to the familiar isometric dungeon-slasher genre to create Elric's unique look. With its dark environment and almost cartoon-like style, it looks something like a cross between Discworld and Legacy of Kain.

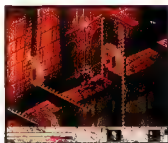
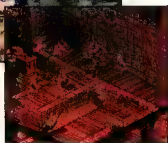


Learning of this possibility, Elric sets out immediately to retrieve the pieces of the Cross. Now he must hack his way through nine huge levels, battling all manner of beasts, avoiding traps and solving puzzles which prevent him from continuing on his quest.

Unfortunately, Elric's evil brother is attempting to block his progress, for reasons not entirely clear to Elric—at least at the start of his quest. Rest assured, however, that as the story unfolds some very interesting information surfaces about Elric's relationship to Cymoril, and his brother's involvement in it all, as well.

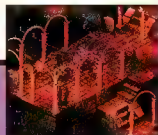
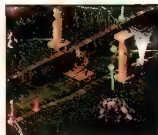
Like in a conventional RPG, Elric begins with simple weapons, armor and magic ability. As he progresses through the levels, however, he finds new, more deadly

EACH AREA IS UNIQUE, FIGHTING THE MONOTONY FOUND IN SOME RPGs.



weapons; stronger armor; and more powerful magic runes to aid his mystical incantations.

The game seems to have more of an arcade feel to it than other action RPGs. Elric is forced to jump and run to avoid the many traps and other obstacles which plague him. This places an even greater emphasis on the action side of the game.



Also, Elric's visual style has far more personality than, say, Diablo. With a slightly lighter feel, the game almost seems to be an interactive cartoon, forsaking the claustrophobic dungeon cliché in favor of more open spaces and

varied environments. The animated cinematic cut scenes help to underscore the graphical personality.

Given the success of such action RPGs as Legacy of Kain—not to mention the popularity of Moorcock's fantasy series—Elric is certain to generate a lot of buzz right from the start. Whether the game delivers, however, is a matter for our reviewers to tackle.

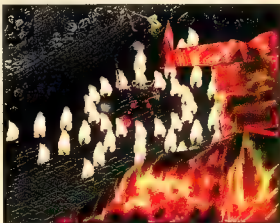
In Elric's world, magic is the key to everything...

Elric places equal emphasis on magic and hand-to-hand combat. The game's magic system is based on runes which must be collected and equipped in order to cast increasingly powerful spells. Of course, the enemies get more powerful as well, which balances things out a bit. Nearly every spell is accompanied by some spectacular



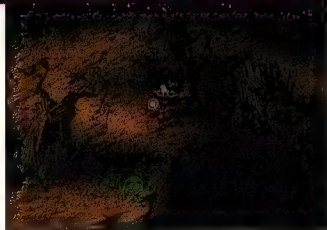
special effects, with flames leaping out to sear the enemy and lightning bolts which snap, crackle and pop, lighting the environment around them as they

move. The more powerful spells, of course, are more draining on the caster, but the reward is some truly spectacular visual effects. Beware, however: Some enemies can cast magic as well, and Elric's energy might be better kept in reserve and used only as a defensive measure.



THE RING OF FIRE IS ONLY ONE OF THE GAME'S MANY SPELLS. IT DOES INCREDIBLE DAMAGE TO ANY CAUGHT WITHIN.

Moody, lightsourced dungeons create a feeling of enormous space while maintaining the classic fantasy feel. An unusual graphic style, however, appears to keep things fresh and interesting.



STATS:

THEME
ACTION

OF PLAYERS
1 OR 2

% COMPLETE
80%

AVAILABILITY
MARCH

PUBLISHER
PSYGNOSIS

DEVELOPER
HAIKU

Vigilante 8

PlayStation owners, you should have had a V-8

Activision is taking a shot at automobile combat with the release of *Vigilante 8* in March. With a distinctive look and a hearty dose of retro style, the game should appeal to those looking for a slightly more irreverent update to the genre that *Twisted Metal* made famous.

Follower of the PC gaming scene may find this scenario particularly familiar: Activision is the company responsible for the exceptionally groovy auto-combat hit, *Interstate '76*. In fact, when we first saw *Vigilante 8* in action, it was identified as "Interstate '75." However, although the game was originally conceived as a sequel

hated "pop-up" problem), retains basic landscape features even at great distances, and simply adds graphical detail as the landmarks move closer. This gives the game a "foggy" look which is strangely reminiscent of an N64 title. Copious use of technical tricks like lens flare and environment mapping (where you see a reflection of the environment on a shiny object as it moves about) add to the graphic style.

The story itself is fairly simple: Two rival gangs are competing for dominion of the American Southwest. Armed with souped-up muscle cars equipped with high-tech weaponry, the player must compete in a number of large off-road arenas in an attempt to obliterate the opposing gang members. The arenas are modeled after real locations, such as Hoover Dam and the snowy slopes of the Rockies. Furthermore, the environment is highly interactive;

players can destroy scenery as easily as they destroy their opponents, and in some cases even actually deform the terrain itself.

Although it's hard to deny comparisons between *Vigilante 8* and the *Twisted Metal* series, V8 does appear to include a number of features that some found lacking in *Twisted Metal*. Its unique look and '70s flair undoubtedly earn V8 the right to be examined on its own merits.



TWO PLAYERS CAN COMPETE VIA A SPLIT SCREEN, WHICH CAN BE SET TO EITHER HORIZONTAL OR VERTICAL.

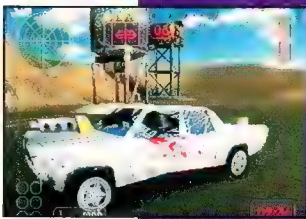


of sorts, Activision decided that the changes made in developing the PlayStation version made the game different enough from the PC hit to warrant an entirely new name.

The first thing players will notice about V8 is the unique look. The graphics engine, instead of drawing in the fundamental landscape features at a given distance (which causes the much-



LIGHT-SOURCING AND OTHER GRAPHICAL TRICKS MAKE THESE HUGE EXPLOSIONS APPEALING ON THE AESTHETIC LEVEL AS WELL AS THE VISCERAL



STATS:

THEME
ACTION

OF PLAYERS
1 OR 2

% COMPLETE
80%

AVAILABILITY
MARCH

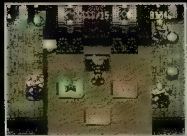
PUBLISHER
ACTIVISION

DEVELOPER
ACTIVISION

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Previews

The latest on the newest

Power Soccer 2

Psygnosis shoots and scores!

Although far from the most popular team sport here in the U.S., soccer is practically a religion elsewhere around the globe. Not surprising-

ly, European developer Psygnosis has added a host of improvements to their third PlayStation soccer sim, *Power Soccer 2*.

So why is their third soccer sim entitled *Power Soccer 2*, you ask? Well, Psygnosis released an enhanced version of Adidas *Power Soccer* called Adidas *Power Soccer International*, which added roughly 100 international teams as well as more tournament options to the already excellent soccer sim.

While Psygnosis dropped the Adidas license for *Power Soccer 2*, the game is a full-blown sequel rather than an update. The new game engine delivers roughly twice as many frames of motion-captured animation in addition to 32,000 on-screen colors, making *Power Soccer 2* one of the most vibrant PlayStation titles ever.

Although *Power Soccer 2*'s Simulation Mode has some of the



**A TRAINING MODE
ALLOWS PLAYERS TO
LEARN ALL THE MOVES.**

most scrupulously accurate action you'll ever see in a

video game, the developers really let their hair down for *Power Soccer 2*'s new Arcade Mode, which basically throws the rule book out the window, allowing players to perform a variety of outlandish moves, such as flying karate kicks to the heads of their opponents! Gamers can combine

moves by pre-programming them as they would

in a fighting game.

In addition to the

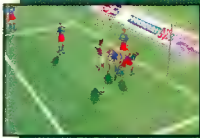
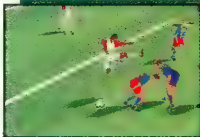
improved colors, the programming wizards at Psygnosis found their way around the PlayStation's perspective correction bug to improve the look of the pitch. Even more impressive, all of the scenery around each of *Power Soccer 2*'s eight stadiums is now 3-D! In contrast, most football or baseball titles have 2-D scenery, if any at all.

In addition to sampled crowd responses and chants, Psygnosis also crammed in 17 different music tracks that range from techno to rock to funk.

On the downside, you still can't control the goalies, but maybe Psygnosis will correct that for *Power Soccer 3*.



THE COMPUTER IS BRUTAL IN ARCADE MODE, AS SHOWN BY THIS FLYING KARATE KICK REPLAY SEQUENCE.



STATS:

THEME
SOCCER

OF PLAYERS
1-4

% COMPLETE
100%

AVAILABILITY
NOW

PUBLISHER
PSYGNOSIS

DEVELOPER
PSYGNOSIS

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THE FIGHTING IS
UP CLOSE AND PERSONAL.





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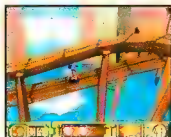
Klonoa

A lighthearted romp through a cartoon world

Namco is hard at work on the U.S. translation of their recent Japanese platformer, *Klonoa*. Using the now-popular "two-and-a-half-dimension" platform format that *Pandemonium!* made famous, *Klonoa* presents a refreshing twist on the platform genre.

"Twist" is an especially appropriate term in this case; the game's levels are intricate mazes of intertwining platforms and doorways. With multiple paths from which to choose, the player must navigate through the large levels with care, often returning to certain areas repeatedly in order to solve one of the game's many puzzles. The levels are segmented with the use of locked doors, most of which can only be opened with a key located in a hard-to-reach area. This divides the game's 27-plus levels (nine worlds with three stages each) into even smaller bits which offer dozens of challenges, with frequent mileposts with which to mark the gamer's passage.

Players take the role of a small feline hero with a few remarkable abilities. With the aid of giant flapping ears, he can hover for a few moments in the air, which can be indispensable when attempting to avoid a string of enemies. When enemies cannot be avoided, however, our hero can pick them up (most of them, anyway) and either hurl them to their doom or put them to better use: he can be used to shove off of while jumping, giving a



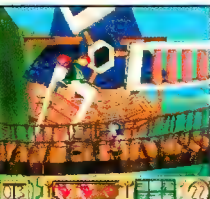
quick double jump, or can be thrown at other enemies to remove a threat.

The levels are colorful and varied, with more shaded polygons than intricate texture-maps. This gives the game a clean, simple look that should appeal especially to younger players—although it will doubtlessly appeal equally to those of us who grow weary of the overuse of sloppily joined texture-maps. The variation in levels keeps the action moving: one level, for example, sends players on a head-on-perspective roller-coaster ride through a dark cavern, while another consists of moving platforms which are knocked from one location to another with giant wooden mallets.

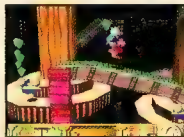
Air vents, conveyor belts and propeller-headed enemies present additional unique means of transportation.

If the platform stylings of *Pandemonium!* or *Spider drew you in*, but you're yearning for something a little more upbeat,

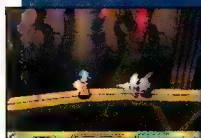
then you'll definitely want to watch for *Klonoa* when it travels Stateside later this year.



COLORFUL POLYGONAL ENVIRONMENTS GIVE KLONOA A LIGHTHEARTED FEEL.



CUTE FULL-MOTION ANIMATION SEQUENCES EXHIBIT NAMCO'S CINEMATIC FLAIR.



STATS:

THEME
PLATFORM

OF PLAYERS
1

% COMPLETE
90%

AVAILABILITY
FEBRUARY

PUBLISHER
NAMCO

DEVELOPER
NAMCO

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Previews

The latest on the newest

Point Blank

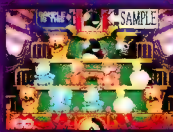
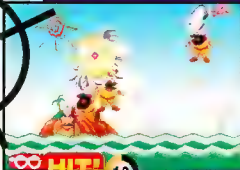
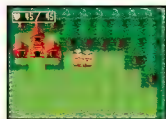
Say no to "Point"-less violence

If you like gun games but are turned off by high levels of violence, Namco's Point Blank is the game for you. Like Time Crisis, Point Blank utilizes

Namco's Guncon, which, quite simply, is the most accurate light gun ever available for home use. All similarities to Time Crisis, however, end there. Point Blank is a lighthearted arcade conversion in the same vein as Nintendo's Duck Hunt. Rather than embarking on one big mission, the gamer must play through scores of entertaining minigames. Among other things, you'll be shooting apples off of people's heads,

blasting falling meteorites and disintegrating flying skeet. Some missions require you to shoot Hogan's Alley-style cut-outs of human figures, but it never gets more violent than that.

In addition to Arcade Mode, Point Blank's special Arrange Mode contains four additional modes of play—Training, Special, Party Play and Quest Mode, in which the player guides two hapless explorers across a hazard-filled island in search of treasure.



PLAYERS MUST SHOOT THE TARGETS OF THEIR COLOR.

STATS:

THEME

SHOOTING

OF PLAYERS

1 OR 2

% COMPLETE

95%

AVAILABILITY

1ST QTR '98

PUBLISHER

NAMCO

DEVELOPER

NAMCO

NBA In The Zone 98

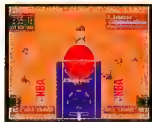
Konami puts PS owners in the Zone

Konami's NBA In The Zone 98 delivers the kind of action only a third-generation 32-bit sports title can deliver.

You want such nuances as signature dunks, behind-the-back dribbling and no-look passing? You got 'em. Want a wealth of play options and a full 12-man roster? They're in there.

In NBA In The Zone 98, players will be able to guide their favorite team through an entire NBA

CHOOSE FROM A VARIETY OF CAMERA ANGLES.

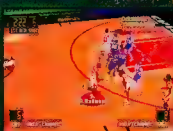


season, including the playoffs and finals.

Through In The Zone 98's player editor, you can even put yourself in the game. With all-new motion-captured moves, you'll look so good, shoe companies may start calling. And thanks to In The Zone 98's unlimited trading, you can

even put yourself on your own dream team.

One interesting side note is that NBA In The Zone 98 is the first sports title Konami is simultaneously developing for both the PlayStation and the N64. How will a third-generation PlayStation sports game stack up against a first-generation N64 title? We're as interested as you to learn the answer to that one.



FREE THROWS ARE FAR FROM FREE IN THE GAME.

STATS:

THEME

BASKETBALL

OF PLAYERS

1-8

% COMPLETE

90%

AVAILABILITY

JANUARY

PUBLISHER

KONAMI

DEVELOPER

KONAMI

Previews

The latest on the newest

Master of Monsters

Another RPG makes the leap to 32 Bits

A

SCII is giving PlayStation owners a taste of a classic Genesis strategy/RPG with the release of Master of Monsters.

The game is comparable to a game like Ogre Battle, with players travelling across a largely 2-D landscape and encountering various enemies along the way.

Unlike Ogre Battle, however, combat is resolved by the players summoning monsters to conduct their battles for them. Each type of Master has his or her own special abilities, making the choice of character very important when it comes to the game's key battles.

Hand-drawn cinematic cut scenes advance the game's story, and the battles themselves are punctuated by new graphic effects which put the 32-Bit version head and shoulders above the 16-Bit. Watch for this one on store shelves soon.



EACH CHARACTER HAS
A UNIQUE HISTORY

STATS:

THEME
RPG

OF PLAYERS
1

% COMPLETE
70%

AVAILABILITY
1ST QTR '98

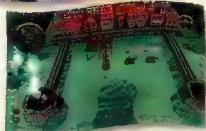
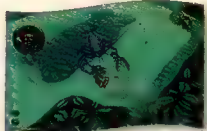
PUBLISHER
ASCII

DEVELOPER
ASCII



The upside:
WENCHES.
The downside:
THE PLANK.

The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers! Life on the high seas at its swashbuckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle out to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.



Visit www.pygnosis.com and enter the Shipwreckers' Treasure Quest Sweepstakes.

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Broken Sword

Is it fiction, or is it history?

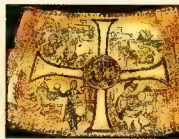
T*HQ is bringing the hit PC adventure Circle of Blood to the PlayStation under the name Broken Sword:

Shadow of the Templars. The game takes an Indiana Jones-style story of history and intrigue and presents it with the flair of a classic animated film.

Gamers play the part of an American traveller named George Stobard. On a trip to France, George becomes involved in an international plot to recover a medieval manuscript believed to have ties to the mysterious religious order known as the Knights Templar.



REAL-WORLD LOCATIONS ARE FOUND THROUGHOUT THE GAME.



RICHLY DETAILED, SCROLLING ENVIRONMENTS HIGHLIGHT THE GAME'S GRAPHIC STYLE



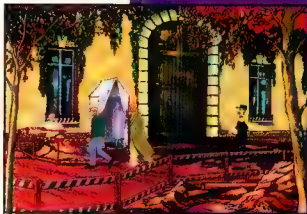
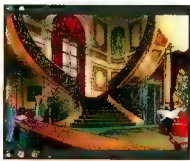
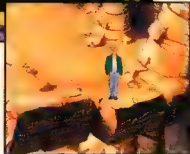
GEORGE STOBARD FINDS HIMSELF TRAVELLING ALL OVER THE WORLD TO SOLVE THE GREAT MYSTERY.

The story of the Knights Templar is a fascinating one. According to historical accounts, shortly after the First Crusade, an order of warrior monks came forward to defend the pilgrimage routes between Europe and the recently reclaimed Jerusalem. Consisting of only nine men, these religious knights success-

fully protected pilgrims to the Holy Land for years before their popularity—and therefore their numbers—grew. After the group was officially recognized by the Pope as the Order of the Poor Knights of Christ and the Temple of Solomon, or the Knights Templar, they began receiving large grants of money and land to support the organization (in fact, they are recognized as the fathers of our current banking system). They also became the wardens of many priceless religious relics, such as the Holy Grail, the Crown of Thorns and the head of John the Baptist.

The order enjoyed recognition and prominence for nearly three centuries, until 1307, when the French King Philip IV, seeking retribution for being denied membership into the order, had the Knights Templar officially condemned as heretics and disbanded. When this occurred, however, the Knights, their fleet, the holy relics and all their treasure simply disappeared. Their location remains a mystery to this day.

With such a compelling back story, it's not hard to overlook the graphic quality of the game. This would be a mistake, however, since the developers include a team of animators and artists formerly in the employ of Don Bluth and Disney. Using an array of technical feats, the designers have created what is in essence a truly interactive animated film in the classic Disney style.



STATS:

THEME

ADVENTURE

OF PLAYERS

1

% COMPLETE

95%

AVAILABILITY

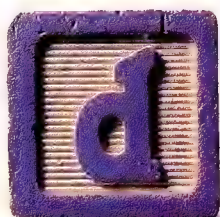
FEBRUARY

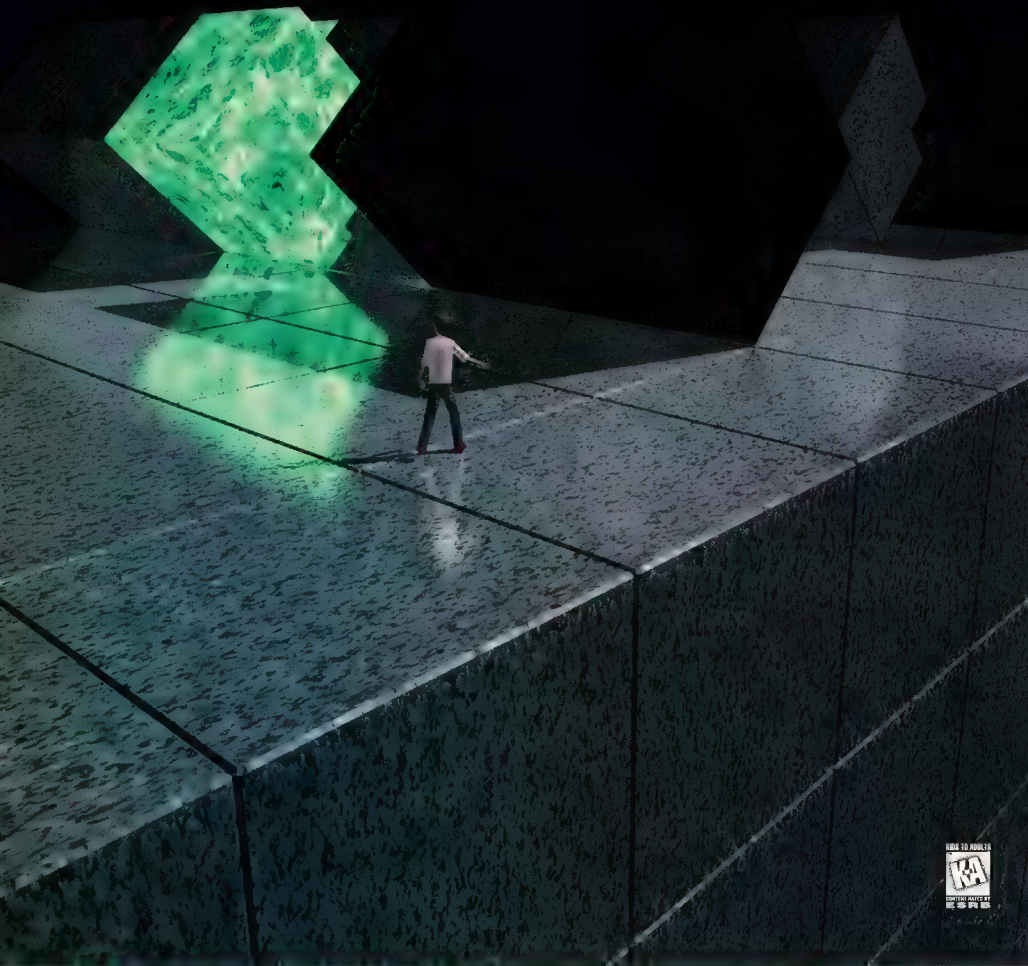
PUBLISHER

T*HQ

DEVELOPER

REVOLUTION





IT'S A SIMPLE PROPOSITION, REALLY. JUST USE THOSE STRATEGIC POWERS IN THAT NOGGIN OF YOURS TO OUTSMART AND DESTROY THE HUMORLESS GEOMETRIC BLOCKS AS THEY COME CRASHING TOWARD YOU. OR BE SQUASHED LIKE A POTATO CHIP. YOU MIGHT ALSO FIND YOURSELF CAREENING OFF THE END OF THE UNIVERSE. IS IT ANY WONDER YOU'LL KEEP COMING BACK FOR MORE?



Only on PlayStation.

**Intelligent
Qube™**

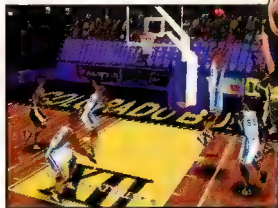
Previews

The latest on the newest

March Madness 98

Don't get mad—get March Madness!

E A Sports is finally adding a college basketball game to their exhaustive lineup of sports titles for the PS with the release of March Madness 98. Based on the company's hit NBA Live engine, March



Madness will feature all the options that make college ball so spectacular.

For example, the game will include a Dynasty Mode like the one found in NCAA Football 98, which allows players to manage a team over the course of several years. The game also includes an innovative "momentum meter," which gives players an extra boost when the game is going in their favor.

With loads of accurate arenas, all the best college teams and even some school fight songs, March Madness 98 is sure to delight the heretofore slighted fans of college football. Check it out this February.



HOOP IT UP WITH UP TO SEVEN FRIENDS

STATS:

THEME

BASKETBALL

OF PLAYERS

1-8

% COMPLETE

80%

AVAILABILITY

FEBRUARY

PUBLISHER

EA

DEVELOPER

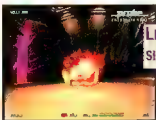
EA SPORTS

Forsaken

Descent-style 3-D action from Acclaim

Set in a post-apocalyptic future, Forsaken allows the player to assume the role of an off-world scavenger who has returned to a decimated planet Earth to forage for weapons and other valuables.

The action is highly reminiscent of the PC classic, Descent, which received a less than auspicious PlayStation translation a couple of years ago. So far, Forsaken seems to be looking much better. Even in Two-Player Split-Screen Mode, Forsaken maintains a high frame rate, and

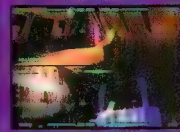
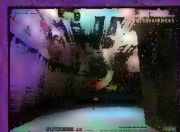


LIGHT-SOURCED EXPLOSIONS LIGHT YOUR WAY.

the game is filled with transparencies and screen-filling explosions.

To give each of Forsaken's 15 levels an original look, Probe made the unusual move of utilizing three separate level design teams. Working in isolation from the others, each team was responsible for creating five levels. We haven't seen enough of the game to judge whether or not the experiment was a success, but we applaud Probe's originality.

Acclaim assures us Forsaken will be analog compatible for silky-smooth control.



DEATHMATCH A FRIEND IN THE TWO-PLAYER MODE

STATS:

THEME

ACTION

OF PLAYERS

1 OR 2

% COMPLETE

80%

AVAILABILITY

MARCH

PUBLISHER

ACCLAIM

DEVELOPER

CORE

WCW Nitro

PlayStation owners, watcha gonna do?



We already know where wrestling fans are Monday nights (glued to their TV, watching WCW Nitro), but where are they the other six nights of the week? Come January, they'll be glued to their PlayStations with the release of T*HQ's WCW Nitro.

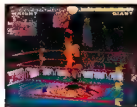
Although WCW vs. The World continues to enjoy strong sales, T*HQ wanted to give wrestling fans a game that captures all the insanity of cable's most watched program.

Nitro contains 20 top WCW and NWO grapplers, including "Hollywood" Hulk Hogan, Sting, The Giant, Diamond Dallas Page, "Macho Man" Randy Savage, "Nature Boy" Ric Flair and others. Each wrestler has over 30 motion-captured moves, including

their own personal "signature" moves.

Known for their dirty dealing, each member of the NWO can call upon a companion character at any time during a match to provide a little "assistance." Kevin Nash can call upon crony Scott Hall, while Miss Elizabeth is always ready to stand by her "Macho Man." Don't worry; WCW is able to fight fire with fire by doing the same!

You can even change a character's alliance to keep up with Nitro's soap opera-like plot twists and turns.



STATS:

THEME
WRESTLING

OF PLAYERS
1 OR 2

% COMPLETE
95%

AVAILABILITY
JANUARY

PUBLISHER
T*HQ

DEVELOPER
INLAND PROD.

WWF War Zone

Raw is War!



Having suffered a black eye with the abysmal WWF In Your House, Acclaim is hoping to rehabilitate the franchise with WWF War Zone.

A definite move away from the Mortal Kombat-inspired In Your House, War Zone features 3-D polygonal grapplers and more "realistic" wrestling action (if that isn't a contradiction in terms).

Such standouts as The Undertaker, "Stone Cold" Steve Austin,

PICK FROM A NUMBER OF
WWF CELEBRITIES.



Bret Hart and Shawn Michaels are included in War Zone along with eight others.

Where War Zone scores a pin fall over WCW Nitro is in the wide assortment of brutal specialty matches included in the game, such as ladder matches, cage matches and tag matches.

According to Acclaim, a unique method was employed to generate War Zone's "faces" and "heels" (wrestling lingo for good guys and bad guys). First, each grappler was photographed from every conceivable angle, then a clay model was sculpted and scanned to create the most photorealistic characters ever to grace a World Wrestling Federation title.



STATS:

THEME
WRESTLING

OF PLAYERS
1 OR 2

% COMPLETE
50%

AVAILABILITY
SPRING

PUBLISHER
ACCLAIM

DEVELOPER
SCULPTURED

**DO YOU HAVE THE BALLS?
'CAUSE WE'VE GOT THE GAME!**

tennis arena

Your Racket Is Your Only Weapon

"Racquet-rocking action!"
-GamePro

"It's time for tennis to take center court!"
-EGM



Ubi Soft



Rascal

A 3-D journey through time

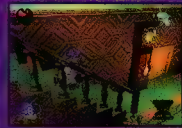
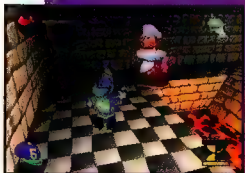
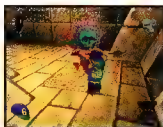
With such impending releases as Gex: Enter the Gecko, Jersey Devil and Pac-Man: Ghost Zone, the red hot 3-D platform genre shows no signs of cooling off. Now it seems a brand-new contender will be throwing his purple baseball cap into the ring. In Rascal, you must help a young boy defeat an evil time



lord who has kidnapped your scientist father. To do so, you must visit six unique zones during three different time periods, creating a total of 18 distinctive levels. One of the most unique things about Rascal is the way each zone changes over time.

A sprawling castle Rascal visits during medieval times becomes a present-day museum, while a frontier town becomes a movie set! In addition to running and jumping, the title character can swim and race mine carts Indiana Jones-style.

Rascal's technical achievements, including an intelligent camera and environment mapping, are too numerous to list in such a limited space.



AN INTELLIGENT CAMERA
FOLLOWS THE ACTION

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
PLATFORM	1	85%	JANUARY	PSYGNOSIS	PSYGNOSIS

Pitfall 3D

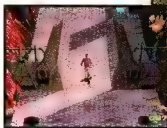
Pitfall Harry, where are you?!

Slow progress is better than no progress, and Activision is still hard at work refining Pitfall 3D, Pitfall Harry's first foray into free-roaming adventure. Armed with only a pickaxe, Harry must battle his way through a number of underground levels populated with some familiar hazards from the older Pitfall games, as well as a few new "friends."

Found in the game are such classic elements as the swinging rope, the vicious scorpion and the yawning chasms which are where the game got its name. On many levels, Harry must avoid such obstacles in order to

reach switches in each of the far corners of the level, which opens up a Boss area.

This game should be reviewable any day now.



CHECK OUT THIS NEVER-
BEFORE-SEEN BEASTIE

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ADVENTURE	1	80%	1ST QTR '98	ACTIVISION	ACTIVISION

OPEN ALL NIGHT. No QUARTERS NEEDED.



TOGETHER FOR THE FIRST TIME!
Blaster™, BurgerTime™, Joust® 2, Moon Patrol™,
Root Beer Tapper™, Splat™ and Spy Hunter™



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Newman - Haas Racing

Another winning racing formula from Psygnosis



From the publisher of Formula One: Championship Edition comes yet another ultra-realistic racing sim, Newman-Haas Racing. Although developer Studio 33 had access to Bizarre Creations' F1 game engine and racing data, they rewrote virtually everything to allow Newman-Haas Racing to capture the excitement of Indy car racing.

Although the game lacks a CART license

(Sony had it pretty well sewn up with CART World Series), Newman-Haas Racing does have 16 real-world drivers and 10 CART tracks.

If you already own F1, you still may want to take Newman-Haas for a test drive. Studio 33 built all of their car and physics models from scratch to capture the way the wider, fatter

Indy cars handle. Tracks are wider, too, allowing more passing than is seen in a typical F1 race.

Studio 33 managed to squeeze a few extras into Newman-Haas Racing that are absent in F1. Most notably, you

can race against a six-car field in Two-Player Mode instead of against a single human opponent.



A SPLIT-SCREEN MODE SETS PLAYERS HEAD-TO-HEAD.



DIFFERENT VIEWING ANGLES SHOW ALL THE ACTION.

STATS:

THEME
RACING

OF PLAYERS
1 OR 2

% COMPLETE
90%

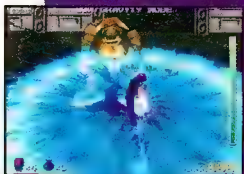
AVAILABILITY
1ST QTR '98

PUBLISHER
PSYGNOSIS

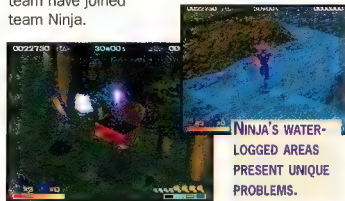
DEVELOPER
STUDIO 33

Ninja

Voted best new character by EGM's Sushi-X!

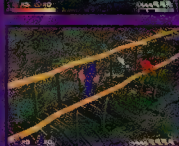
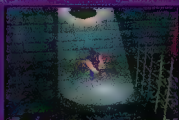


Although originally scheduled to be released before Fighting Force, Eidos' Ninja has been progressing slower than originally projected. Development should be shifting into overdrive, however, now that several key members from the Tomb Raider 2 team have joined team Ninja.



Although Ninja's 3-D combat has much in common with Fighting Force's, the game runs on an entirely different game engine and was created by an entirely different team at Core.

You play as a solitary ninja who must use his powers of stealth, hand-to-hand combat and magic to defeat an evil overlord. Although the fighting seems every bit as intense as Fighting Force's, Ninja seems to place an equal emphasis on platforming. The ninja must successfully avoid rolling logs and other traps in addition to performing death-defying leaps across rivers and picturesque waterfalls.



ABUNDANT ENEMIES TRY TO BLOCK YOUR PASSAGE.

STATS:

THEME
ACTION

OF PLAYERS
1

% COMPLETE
40%

AVAILABILITY
2ND QTR '98

PUBLISHER
EIDOS

DEVELOPER
CORE



Get the point? This magazine is loaded with reasons why you need the SA-VA7 speakers—a sound system that can rattle your inner organs. It's 17 inches of the most realistic sound projection you'll ever drool over. Bib sold separately.



Call 1-888-625-2876 to purchase the SA-VA7 speakers and you'll receive the PlayStation™ Underground™ CD Magazine, a CD carrying case, and a Sony baseball cap.

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SONY

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PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Adviser February '97



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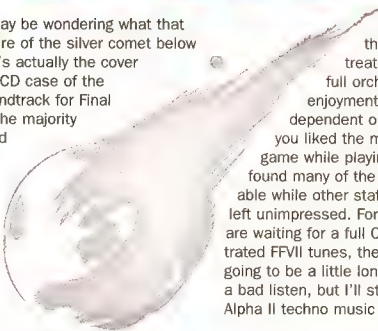
PlayStation Festival

Traveling across Japan is the PlayStation Club Festival 97-98. It is mainly an event meant to give the public a chance to play upcoming games and for companies to promote their products. Although many of the attendees saw these games during the public show days of the fall Tokyo Game Show, many games were not in playable form until the festival. The closest event we have like that over here is the occasional mall tours of the PlayStation truck. Fun and excitement for everyone...in Japan.



Final Fantasy VII Arranged Soundtrack

You may be wondering what that picture of the silver comet below is. It's actually the cover of the CD case of the arranged soundtrack for Final Fantasy VII. The majority of the remixed tracks sound like chip music generated by the PS, but there are three tracks which



are given the deluxe treatment with a full orchestra. Your enjoyment is totally dependent on how much you liked the music of the game while playing it, since I found many of the tracks enjoyable while other staffers were left unimpressed. For fans who are waiting for a full CD of orchestrated FFVII tunes, the wait is going to be a little longer now. Not a bad listen, but I'll stick to my SF Alpha II techno music tracks CD.

Sony's Dual Shock

The original analog controller has been out for less than a year and already we have a new version of it. The Dual Shock has new analog sticks with rounded, rubberish tips and the analog on/off switch is now recessed into the Controller Mode to avoid accidental activation. The rounded tops of the sticks give it a taller feel which provides an added degree of analog control. Internally, there is now two motors which generate a greater range of feedback and is the reason for the

controller's name. The first game to take advantage of the extra vibration is GT: Grand Turismo from Sony. Until that game comes out, we can't properly test this nifty peripheral out so we bring this to you here instead of the g.e.a.r. section. The Dual Shock controller from Sony is out now in Japan and could make its way here very soon with feedback intact! It looks like this is going to be the controller of choice as the latest PlayStation console boxes have a Dual Shock controller packed in.

Namco Encore Collection

Namco has released a bonus for all the loyal supporters who had purchased the previous installments of the Museum collection. When you purchase a Namco Encore collection disc, you also get a nice bookshelf-style game holder. There are slots for all six games as well a place for a memory card. In case you were wondering, the Encore collection packs in many of the games that were left out of the original five-disc run of the Museum collection. Some of the included games are Rolling Thunder, Sky Kid and Dragon Saber. Still missing in action are Phelios and Burning Force. Namco has not commented whether they will release such a premium here, but have not ruled it out.



Bushido Blade 2

Bushido Blade stands out as one of the more innovative fighters released last year and now we can look forward to a super sequel. The first character pictures as well as game screens of Bushido Blade 2 have begun to surface in Japan. So far, there are three returning



characters from the first game and three new characters. Some of the more notable changes revealed include different outfits for the characters (instead of

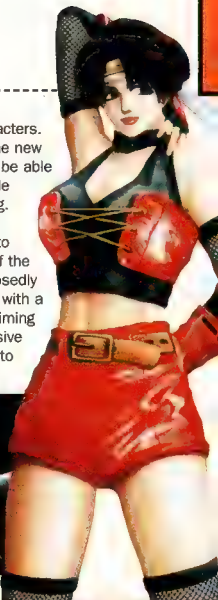
one each) and additional fighting stances. The first time out, you could select from three different sword stances which were high, middle and low. In this update, you still have three per character, but the stance will vary depending on the character you choose. For example, one character's low stance will have them holding their weapon in front of them near the ground while another character will be



crouching with their swords sheathed. There will be a total of eight different stances split



between the characters. In addition to some new weapons, you will be able to get some double sword action going. The most exciting aspect of all has to be the tweaking of the fighting engine. It is supposedly more realistic than before with a greater emphasis on the timing of your attacks and defensive movements. This is going to be hot.



stats:

THEME
FIGHTING

OF PLAYERS
1 or 2

% COMPLETE
NA

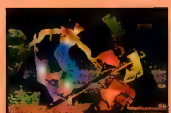
AVAILABILITY
TBA

PUBLISHER
SQUARE

DEVELOPER
SQUARE

New Weapon Fighting Game

Can this be the long-awaited sequel to Soul Edge/Blade that we've been waiting for? Not quite. Japanese gamers sent in their suggestions for what they want to see in a fighting game and Namco listened and implemented many of their ideas into this new game. Currently, it is being called an unofficial sequel to the smash arcade and PlayStation hit. Developed on the system 12

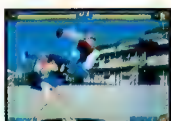


arcade system (Tekken 3), it is destined to eventually find its way to the PlayStation. After the drawn-out conversion process for Tekken 3 from the arcade to the PlayStation, Namco should have an easier time converting this title.



Legion of Heroes

Continuing with the eventual arcade-to-PlayStation theme of the Namco title we previewed to the left comes the latest from Capcom. Legion of Heroes is the third foray for Capcom into the realm of 3-D fighters (Star Gladiator, SFEX + @ were the first two). Choose one of 15 members from some of the toughest high schools around. Some of the types of characters include a volleyball ball player, school yard ruffians, street toughs and teachers. Unlike the Namco game, this



is still the same PlayStation arcade hardware that SFEX and Star Gladiators were developed on, which means a flawless and timely conversion is virtually guaranteed. When released in the U.S., it will be renamed either Rival Schools or Justice League.



stats:

AVAILABILITY
ARCADE

PUBLISHER
NAMCO

DEVELOPER
NAMCO

stats:

AVAILABILITY
ARCADE

PUBLISHER
CAPCOM

DEVELOPER
CAPCOM

FELONY

11-79™



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Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff. Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

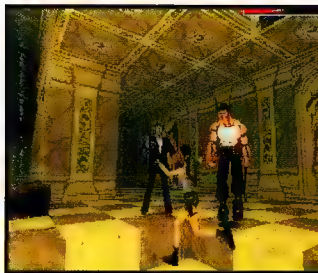
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(reviews)

TOMB RAIDER 2

"Lara's back and she means business."



Lara Croft returns as the feisty, British adventurer in Tomb Raider 2, the greatly anticipated sequel to last year's smash hit. Our heroine is once again scouring the globe for an ancient artifact, encountering her usual quota of gun-toting scumbags along the way. Sporting her favorite pair of Daisy Dukes and equipped with an arsenal that would make even Rambo jealous, Lara is back and she means business.

With the success of Tomb Raider behind them, the question for Eidos was, what could they do to improve upon their already sound base? There weren't any major revisions made to the overall design of the levels. You can still expect to be challenged by navigating through large, sprawling caverns with seemingly

unreachable goals. I often found myself muttering, "How the heck do I get up there?" The introduction of climbable walls gives some additional depth to the levels. The gameplay itself has been left relatively untouched, and for good reason: It didn't need it. They did add several new techniques to her repertoire, including a mid-air turnaround and the ability to backflip

while climbing ladders and walls.

Although they didn't make any drastic changes, the many little improvements are what kept me saying, hey, now that's pretty cool. The most noticeable of these was the incorporation of two vehicles into the scheme of things. Explore the canals of Venice in a speedboat and later traverse the foothills of Tibet saddled

on a snowmobile. You'll find yourself breaking through plate-glass windows to face a pack of gnashing doberman and then making allies with the fighting monks of the Barkhang Temple. All of these latest perks come together nicely to enhance your adventure as the sultry Lara Croft.

Lara has undergone some minor

"Traverse the saddled on a



Official U.S. PlayStation Magazine
ratings at a glance

THE COLOR SCHEMES

BELOW ARE USED IN THE
PREVIEWS AND REVIEWS
SECTIONS TO INDICATE THE
GAME'S GENRE:

- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports/Racing
- Platform

THE RATING SYSTEM

Excellent. A must-have game.

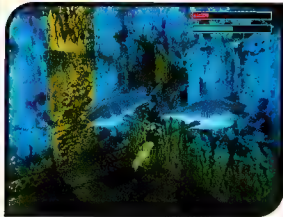
Very good. Well worth your time.

Good. Its flaws can be overlooked.

Below average, but not awful.

Almost offensive in its badness.

cosmetic fine-tuning, from smoothing out many of her blocky polygons (easy now) to allowing her ponytail to sway freely in the breeze. Not only is she looking her best, but she's also upgraded her arsenal; introducing Lara to a grenade launcher, an M-16 and a harpoon gun. Battles can now take



playSTATS



1 Player



Memory Card
1 block

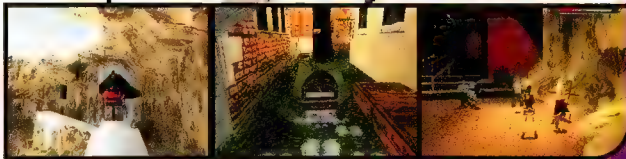
Eidos

MANY OF THE LEVELS GIVE LARA
THE CHANCE TO INTERACT WITH
THE OBJECTS AROUND HER.
TAKING CONTROL OF TWO
VEHICLES IS ONE OF THE
COOLEST NEW FEATURES.



place underwater, but I still find it more effective to just avoid these adversaries altogether. How are you going to best a great white shark?

With adequate improvements made to Tomb Raider 2, all that was left was to address the problem areas of its predecessor. The old save point icons have been replaced with a new feature which allows you to save at any point during the game. This should relieve some of the frustration of having to repeat difficult areas. Perhaps the biggest problem that plagued the original was the poorly executed camera angles. Unfortunately, the kinks still haven't been worked out and

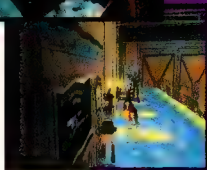


foothills of Tibet snowmobile."

there will be numerous occasions when you can become disoriented. Although Lara has been cleaned up, choppy polygons are still found throughout the game.

Despite falling short in a couple of areas, Tomb Raider 2 puts forth an extremely solid performance and should rate as one of the top games of the year. Even if you replaced Lara Croft with some gnarly faced old man, you would still have yourself a winner.

-Dave Malec



Official
U.S.
PlayStation
Magazine

Pros

- 18 huge levels
- Take control of two vehicles
- Unique level interaction
- Lara Croft

Cons

- Awkward camera angles
- Same old game engine
- Lara's hot, but she's no Rhona Mitra

Official Rating





(reviews)

playSTATS



Psygnosis



COLONY WARS

"...raising the standards of video game quality."

There are few who would doubt that WipeOut was a revolutionary game. As one of the first racing titles on the PlayStation, it made a statement in look and presentation that few games have matched. Now, Psygnosis has taken the genre of space combat to a higher plane with the release of Colony Wars. This exceptional game proves once again that Psygnosis has a way of raising the standards of video game quality.

The first thing you'll notice about Colony Wars is the graphics. Sporting every trademark European technical trick, the game captivates from the first look. Glowing engines, sparking spacecraft, spectacular explosions, all of these betray a grasp of graphic design that is practically unparalleled.

Luckily, there is plenty of gameplay to back up all that visual style. Solid, nicely balanced missions carry the player through an epic story of oppression and revolution. Extremely cinematic (albeit excessively grainy) cut scenes provide believable transitions between the game's many "acts." And the game handles beautifully, allowing the player to rocket past an enemy, flip around, and come in from the other side without losing track of the target—a feat that puts PC standards TIE Fighter and Wing Commander to shame.

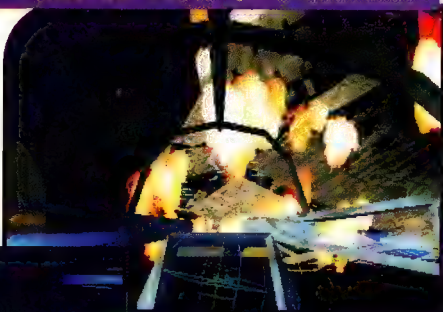
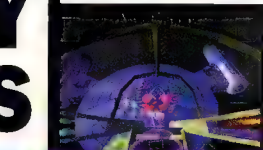
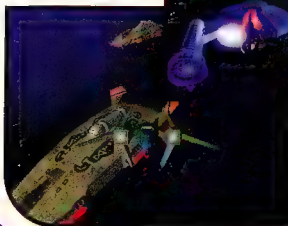
Of course, analog controls help a bit, although Sony's pad was a bit too sensitive for my tastes; one third-party controller with longer joysticks did a better job.

I enjoyed the fact that losing your ship in a mission did not necessarily mean the mission was lost, the game over. It offers testimony to the fact that the computerized wingmen are there for a reason other than moral support. In fact, my only real complaint was the fact that the game saves only at the end of a three-mission act, which can force the player to replay all three missions if something drastic happens in the last one (like when I accidentally hit an

important cargo vessel, causing my compatriots to label me a traitor!). Colony Wars is an exceptional game which deserves a place in anyone's library.

—Joe Rybicki

ALTHOUGH THE DEEP-SPACE BATTLEFIELDS MAY SEEM EXCESSIVELY DARK, THERE'S PLENTY GOING ON IN THEM TO KEEP THINGS INTERESTING—VISUALLY AND OTHERWISE.



Official U.S. PlayStation Magazine

Pros

- Beautiful graphics
- Fast-paced missions
- Flawless controls
- Classic story

Cons

- Less-than-perfect save system
- Somewhat grainy cut scenes

Official Rating





playSTATS



T*HQ



(reviews)

GHOST IN THE SHELL

"For devoted fans, it's a no-brainer."

A adrenaline-filled, shooting mayhem. That's the term I use to sum up the Ghost in the Shell experience. The opening cinema starts the blood pumping with a great techno-style track while the anime action on the screen strains your eyes to keep up with the action. The action just gets more intense once you actually start to play the game which is complemented with good controls and interesting play mechanics. Before I get into too many of the high points, I should point out the lows.

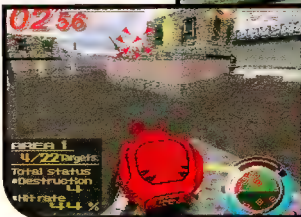
The biggest weakness in Ghost in the Shell is the repetitive levels. Some areas are just too similar with no other mission objective other than getting out alive. The majority of the city and interior building sections are a matter of memory. This isn't necessarily a bad thing, but it would have been nice to have more variety. There are some levels which take place in the sea and on the high-ways, but these seem to be levels that were thrown in at the last minute since they don't seem as balanced. That said, I still had a great time. The difficulty is a bit high, but can be random at times. The reason I say this is that you can get lucky and advance through the first eight

missions without dying your first time out, but you'll be hard pressed to repeat that feat without continued practice. There are 11 total missions with a Practice Mode. The Practice Mode is where you can unlock extra cinemas and is as challenging as anything in the game. That brings me to the most important point about GiTS, it's fun. The gameplay is solid and it will take you a while to unlock all its secrets. I must admit that the

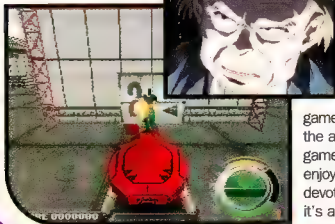
hook for me is the fact that the game is based on GiTS. It's not that I'm a big fan of the movie or comic, but having that anime background lends the story more credibility. The game becomes immersive and thus more enjoyable. Many

gamers who aren't familiar with the anime or manga on which the game is based will find themselves enjoying it as much as myself. For devoted fans of Ghost in the Shell, it's a no-brainer.

—Wataru Maruyama



THE OUTCOME OF THE CONFRONTATION BETWEEN AN ARMORED MINI-TANK AND A LONE SOLDIER IS QUITE OBVIOUS. DON'T UNDERESTIMATE LITTLE GUYS LIKE THESE SINCE THEY DO A PRETTY DECENT AMOUNT OF DAMAGE AND DIE IN A TRICKY, DELAYED WAY.



Official
U.S.
PlayStation
Magazine

Pros

- Fast gameplay
- It's Ghost in the Shell
- Challenging

Cons

- Repetitive levels
- Random difficulty

Official Rating



The real wheel



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playSTATS



Sony



(reviews)

SPAWN: THE ETERNAL

"It should have been so much better."

I had high hopes for this game. Having seen the quality of the *Spawn* comics, the HBO animated series and the newest figures in the McFarlane Toys line, I thought this game would be as carefully crafted as Todd McFarlane's other pursuits; it seemed like the man had some sort of diabolical Midas touch. After last summer's film, however, I began to wonder. And as later revisions of the game showed up in our offices, my hopes were slowly crushed. It's not that *Spawn* is a horrible game; it's just that it could have—and should have—been so much better.

But let's start with the positives. First of all, the enemies that *Spawn* encounters in the game are pretty fast, and somewhat of a challenge right from the start; and health power-ups are sufficiently scarce to make nearly every battle an important one. There's also a whole lot of mood going on: Spooky music, decent sound effects and a shifting, otherworldly sky contribute to the dark atmosphere. And finally, it is a *Spawn* game, which means instant recognition by fans of the comic. Overtkill, Violator and Redeemer (among others) all make an appearance in the game. They're even represented in a style that's relatively faithful to the comic.

Unfortunately, *Spawn* himself is not. The particulars are there (albeit excessively pixelated), like spikes, chains and cape. It's the style itself that's missing. In the comic, *Spawn* is just plain cool; in the game he looks like...well, a dork. His fighting movements are jerky and unrealistic (causing the battles to get monotonous after a while). What's even worse, his running animation is simply laughable. A soldier of Hell should not look like he's suffering from a hernia.

The gameplay itself isn't terrible; there's a lot of exploration and hidden items. But the comic is set in the real world, and the game world is almost entirely bereft of inhabitants. Where are all the people, the traffic, the elements of normal city life?

All in all, *Spawn* is a disappointing title that can't decide whether it wants to be a fighting game or an adventure game. This one's marked "Rental."

—Joe Rytki



ONE NICE THING ABOUT THIS GAME IS THAT FEW ENEMIES ARE "THROW-AWAYS." COMBAT IS RELATIVELY SCARCE, BUT WHEN IT DOES HAPPEN, IT'S IMPORTANT ENOUGH TO BE CAREFUL.



Official U.S. PlayStation Magazine

box score

Pros

- Familiar characters
- Dark atmosphere
- Decently challenging enemies

Cons

- *Spawn* looks ridiculous
- Fighting is simplistic and monotonous
- Graphics are excessively pixelated
- Levels are unrealistic

Official Rating





CRY FREEDOM

COLONY WARS

Blast the chains of slavery straight to Hell. Join the rebellion and fly the hottest ships to the stars. You'll master six unique craft in your quest, each with different flight characteristics and weaponry. You'll fly more than 20 unique missions, success or failure determining a destiny that has along one of five different paths. The cost of freedom is high. Are you willing to pay it?



EPIC SPACE CONFLICT





(reviews)

playSTATS

1-3
Players

Analog Controller
Compatible

Memory Card
6-12 blocks

Sony



NCAA GAMEBREAKER 98

"...at the top of the college football heap."

Sony has followed up last year's premier NCAA football title with a revamped, retooled and altogether improved update in NCAA GameBreaker 98. Sporting similar graphic improvements as this year's GameDay, GameBreaker makes a few additional changes to solidify its position among the top football titles.

Like GameDay, this year's GameBreaker has gone fully polygonal. In fact, in terms of its basic look and graphic feel, it's virtually indistinguishable from GameDay 98. Although some might speculate that the similarities will prevent owners of GameDay from buying GameBreaker, there are a few significant differences which should be pointed out.

First of all, although the games are graphically similar, GameBreaker's physics engine and artificial intelligence are noticeably different. Like the original version, this game has a much more arcade-like feel. It's much easier to complete passes, for instance, or to run for big yardage. The computer is more likely to flub a play or try for a two-point conversion. Scores are higher, win margins bigger, and plays more spectacular—just like in real college ball. The game even includes a Fantasy League Mode.

Second, GameBreaker 98 includes analog support, which makes controlling players more precise. You can even use the analog stick to move the viewing perspective around, giving a better view of the field.

The third significant difference is the inclusion of a play editor. This lets players customize and create their own plays, eventually building an entire custom playbook. Although the parameters for the plays are relatively strict, it still adds a nice degree of personality to the game. And speaking of personality, the marching band fight songs add some nice atmosphere.

**THE GAME'S FANTASY
LEAGUE MODE
INCLUDES A NOVEL
SCORING SYSTEM
WHEREBY POINTS ARE
AWARDED FOR FIRST
DOWNS AND
TURNOVERS AS WELL
AS TOUCHDOWNS.**



On the minus side, the interface is less polished than in GameDay, and at times downright confusing. And that college-style arcade feel might turn off hardcore NFL fans, who might consider it simply unrealistic.

Bearing this in mind, however, GameBreaker 98 is still at the top of the college football heap, and a worthy football title in its own right.

—Joe Rybicki

Official
U.S.
PlayStation
Magazine
box score

Pros

- Play editor
- Analog support
- Lots of action

Cons

- Inferior interface
- May be too arcade-like for some

Official Rating



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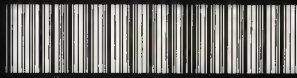
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(reviews)

playSTATS



Capcom



MEGAMAN X4

"3-D is the true future of the Blue Bomber."

Back when Capcom originally announced Mega Man X4 as a Saturn-only title, I complained as loudly as any PlayStation owner. When Capcom abruptly made an about-face and announced the game would be coming out for PlayStation, I applauded the move with equal enthusiasm. Now that the game is available, I have to confess I'm not really sure what the fuss was about. Sure, the game has some of the most gorgeous hand-drawn graphics ever seen on the PlayStation and ultra-challenging platform action, but having played through Mega Man 8, it's nothing I haven't seen before.

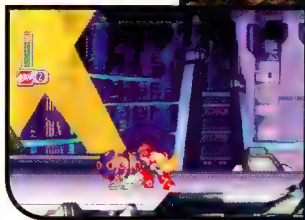
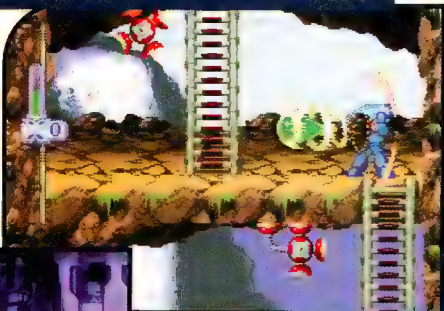
Like the previous Mega Man X titles published for the Super Nintendo, X4 allows gamers to play as either the blaster-toting Mega Man X or as the sword-wielding Zero. You can also utilize popular vehicles from previous Mega Man X titles, such as a mech and an air bike. Unfortunately, Capcom did not include the innovative weapon modification system introduced in Mega Man 8, which allowed you to purchase weapons and new abilities with hidden bolt icons. This is a shame, because finding the hidden bolts and experimenting with different weapon configurations added loads of replay value.

FOR THE MEGA MAN X SERIES, CAPCOM GAVE THE BLUE BOMBER A MORE LIQUID, ANIME APPEARANCE IN THE ATTEMPT TO MAKE THE GAME MORE ADULT-LOOKING.

With the lack of any real technical innovations, Capcom apparently decided to focus on gameplay, making X4 obscenely difficult. I've played plenty of platform games, but parts of X4 had me looking like an amateur. If Capcom decides to release another 2-D Mega Man game, perhaps they could implement Crash 2-style player assistance, which adjusts the difficulty of the game on-the-fly based on player performance. This would make Mega Man accessible to a wider range of players, particularly younger gamers, who would surely appreciate the game's vibrant graphics.

Having played the brief Mega Man Neo sample included in the Japanese version Resident Evil: Director's Cut, I believe that 3-D is the true future of the Blue Bomber.

—Gary Molohan



Official U.S. PlayStation Magazine

Pros

- The ability to play as X or Zero
- Vehicles
- Lengthy cut scenes

Cons

- Lack of Innovation
- Obscene level of difficulty
- X's more "mature" anime look

Official Rating





playSTATS

1
PlayerMemory Card
1 block

Working Designs

(reviews)

ALUNDRA

... a great game in a classic style."

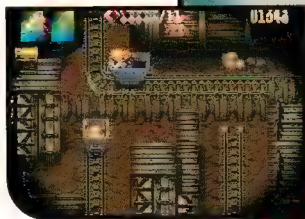
Working Designs' first foray into translating PlayStation role-playing games is a sprawling Zelda-like adventure called *Alundra*. Contained in a huge world and populated with all manner of creatures, both friendly and fiendish, *Alundra* is best described as an action-RPG. The main character (named, aptly enough, *Alundra*) often finds himself beset on all sides by foul beasts, and quick pounding on the attack button is far more important to winning these battles than strategy or cunning. There isn't time—or reason—to plan each move with care.

In this respect, *Alundra* may be considered by RPG purists to be more of an action/adventure title than anything else; but the advancement of the character is absolutely key, as is the solution of a large number of challenging, classic RPG-style puzzles. And, like many of the best role-playing titles, *Alundra* has a sweeping, epic story that contains its share of mysteries, plot twists and moments of high drama. *Alundra* is witness to the death of more than a couple innocent characters, for example, making the story seem somehow more real. Superb writing (and, presumably, translation) is also a refreshing change.

As is often the case with plot-heavy games, however, the sequence of events is especially linear. Oh, *Alundra* does have the freedom to wander about the available areas, but in the grand scheme of the story, the events take place in an inevitable order. The fact that players don't even have access to most of the world from the beginning adds to the linear feel (even though it does help the player focus on a specific task, which counters another common problem of RPGs). And the fact that *Alundra* doesn't have any real choices when it comes to interacting with other characters underscores this point.

My only other complaint is the cartoony graphics, which is mainly a personal thing. I know many RPG fans love the cutesy anime style; I'm just not one of them. Nevertheless, *Alundra* is a great game in a classic style. All lovers of role-playing titles should take note.

—Joe Rybicki

Official
U.S.
PlayStation
Magazine

box score

Pros

- Good story
- Great writing/translation
- Huge world
- Sufficiently challenging puzzles

Cons

- Somewhat too linear
- Cartoony graphics

Official Rating



THE WELL-WRITTEN
DIALOGUE GIVES EACH
CHARACTER A DISTINCT
PERSONALITY AND
HELPS DRAW THE
PLAYER INTO THE
GAME'S EQUALLY WELL-
WRITTEN STORY.



PARAPPA THE RAPPER



Intro - ducing music



like you've ne - ver



You'll get rhythm. Tempo.



Heck, you'll even get to churn th

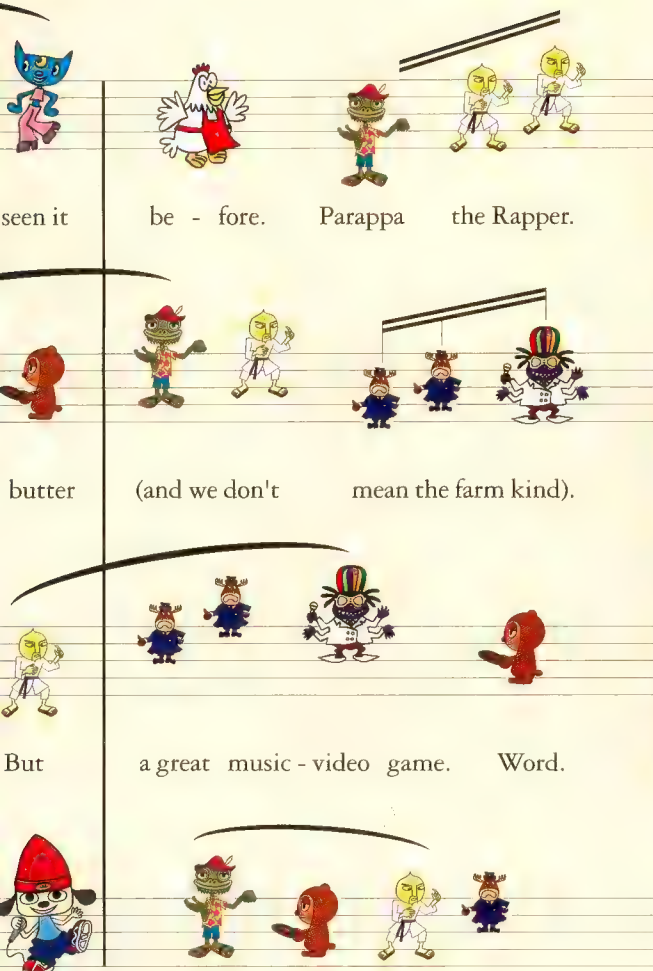


Parappa the Rapper. Not



just great music.





Only on PlayStation.



(reviews)

STAR WARS MASTERS OF TERÄS KÄSI

It's a guilty pleasure

I'll admit it. I'm a Star Wars fan. These days, who isn't? Oh, I'm not rabid about it; I couldn't tell you who fought in the Clone Wars or the name of Luke Skywalker's mom (assuming "Mrs. Skywalker" doesn't count). But like many who experienced the series in its original incarnation, I find that Star Wars has a special place in my heart, for reasons not entirely nostalgic. And so, whenever there's a new game released, I'm always interested in checking it out. The bottom line is, I'm a sucker for the license.

When I heard that LucasArts was planning a Star Wars fighting game, however, my first instinct—like that of many people—was to simply dismiss it as an attempt to squeeze some more mileage out of a hot license. I mean, come on. Star Wars fight

sims, 3-D shooters, even strategy titles I can understand. But a *fighting* game? It seemed somehow...undignified. But then I thought about it further. It's a *Star Wars* fighting game. Meaning Luke and Darth in a player-controlled lightsaber battle. Han and Leia battling it out in a real lovers' quarrel. And Boba Fett finally using that rocket thing on his back. Simply put, it's the familiar Star Wars characters under full

player control. Like it or not, that's something that definitely holds weight for a Star Wars fan.

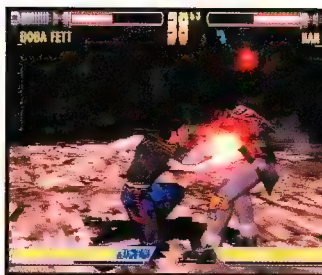
I say all this because as a fighting game, *Masters of Teräs Käsi* leaves quite a bit to be desired. Controls are frequently sluggish, for example, which is inexcusable in a fighting game. If Tekken 2, for example, was able to deliver lightning-fast response, why can't every fighter do the same?

Furthermore, enemy AI—although for the most part acceptable—occasionally suffers some ridiculous lapses. When attacking Chewbacca from the back, for example, I was able to completely demolish the poor furball since he didn't seem to feel the need to turn around and attack. And when fighting Arden Lyn (the second-to-last enemy the first time I played through

"The familiar under full

the game, who should be the second-most difficult enemy) I managed to pull off a perfect win when I maneuvered her near the edge of the ring and she threw herself out. I thought it was an isolated incident until halfway through the next match she did it again! Apparently this young lady has a death wish.

ALTHOUGH THE WEAPONS, MOST NOTABLY THE LIGHTSABER, APPEAR TO HAVE BEEN WEAKENED, THE ABILITY TO CHOOSE BETWEEN WEAPON OR HAND-TO-HAND COMBAT ADDS SOME VARIETY.



playSTATS



LucasArts

COMBAT IS CONDUCTED IN A NUMBER OF FAMILIAR LOCALES, FROM THE FROZEN WASTES OF HOTH TO THE INTERIOR OF THE DREADED DEATH STAR.

My final major caveat has to do with the tracking "super" projectile attacks. Although I felt that they were balanced by the fact that every character has a similar attack, fighting purists might take issue with the whole principle of a tracking projectile attack.

Nevertheless, the thrill of controlling Luke Skywalker or Darth Vader in a lightsaber battle, even considering the weapon's unexplained weakness (no dismemberments here!), must be experienced to be believed. And the fact that Masters of Teräs Käsi would be only a mediocre fighter without the Star Wars license is irrelevant, since the game does in fact have that license and all the associations it carries with it.



Star Wars characters player control."

Let's face it: A person who isn't a Star Wars fan wouldn't be interested in this game even if it had the greatest fighting engine ever. And the engine isn't that bad; in my opinion, the use of the familiar characters and settings outweighs most of the problems. Those less charmed by the Star Wars universe may feel differently, but most will find this game enjoyable in spite of its flaws.

—Joe Rybicki



Official U.S. **PlayStation** Magazine

Pros

- It's a Star Wars game!
- Some outstanding locales and themes
- Perfect character effects

Cons

- Weaknesses in the engine
- Unbalanced AI
- Some very little Star Wars with the tracking projectile attacks

Official Rating





(reviews)

playSTATS



Bandai



DRAGON BALL GT



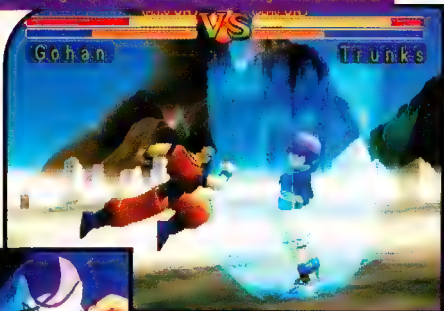
Having the balls to fight on the PlayStation

The anime series has been a hit in Japan as well in the U.S. media. It's too bad you have to wake up so early in the morning to even catch one of the episodes. Released in Japan not long ago, Dragon Ball GT finally hits the U.S. shores due to its popularity around the world.

Dragon Ball GT is directly based on the fighting perspective of the anime series with the exception of the stories that revolve on these episodes. The game will feature 10 fighters from the anime series with varying strengths and abilities, and even height advantages. Also, not only will you get these characters, but eight more will be hidden and will be playable when revealed.

As you begin you can pick from two Playing Modes. Enter the Battle Mode and compete against the computer of a friend or choose the Tournament Mode where up to eight players can compete in a round-robin tourney. If you feel you're not ready to compete, access the Practice Mode and perfect your skills such as the special moves (Knockout Trick and the famous Meteor Smash) which can generally be called a finishing attack. If you still feel that you need to increase your character's power to last in the competitions, you're allowed to do so in the Build Up Mode. In here, you can develop your character's fighting techniques and improve your special moves. You can then save your character on a memory card.

TO INCREASE YOUR POWERS YOU MUST TRAIN IN THE BUILD UP MODE. HERE YOU CAN IMPROVE YOUR SPECIAL POWERS AND YOUR METEOR SMASH COMBO.



Though the special moves are interesting, the battle system is not balanced. You end up using special moves the entire fight with the lack of your basic punch and kick combos. One reason we resolve to special moves is because this game lacks combos for all characters.

While the artist of the characters is the same as the Toba series, the graphics are still outdated. I love the anime series, but I fail to embrace this title.

—Dindo Perez

Official U.S. PlayStation Magazine box score

Pros

- Build character's abilities
- 18 playable characters in all

Cons

- Lacks moves and combos, relying too much on special move (Meteor Smash)
- Needs attention to graphics

Official Rating



**IN THIS CITY, THERE IS NO
RUNAWAY CRIME RATE...**



...BECAUSE NOTHING OUTFRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.



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Patrol the streets at a breakneck speed of 60 frames per second!

Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon.

Maintain the peace with the Turbo Patrol Car, Bike or Wing - you're a crack shot from each.

Real-time 3D environments with complete freedom of movement for clean shots in the back.

Over 20 levels of adrenaline-pumping high-speed criminal pursuit missions - all caught on interior or exterior cameras.

1 or 2-player police action*

*Sony PlayStation™ version only.

CRIME KILLER™

THE PURSUIT BEGINS SPRING '98



"AT 60 FRAMES PER SECOND,
THE... VIEW ABSOLUTELY SCREAMS."

ULTRA GAME PLAYERS

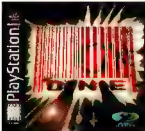


(reviews)

playSTATS



ASC Games



ONE



"Quite a lot of unusual features..."

ASC Games and Visual Concepts have finally finished one of the more anticipated games of the season. Titled simply *One*, this game follows the adventures of John Cain as he attempts to unravel the mystery of his strange situation.

It seems that Mr. Cain has awakened in an alien land to find a strange weapon grafted onto his arm. He now seeks revenge upon his tormentors as much as he seeks to find where he is, why he's there, and how to get home again.

This game has quite a lot of unusual features going for it. Most noticeable is his unique health bar, called the Rage Meter. Cain starts out relatively weak, but gains power quickly—not by collecting items or gaining experience, but simply by blowing stuff up. See, John's an angry boy, and the more enemies he runs into, the more Rage he develops, and the stronger he gets. So if you're running low on health, you don't have to go looking for a power-up; you simply have to look for something to kill.

One of the great things about this game is something the ASC folks call "asynchronous loading." This means that the next section of a level is being loaded as you're traversing the previous section. This makes it possible to have levels which are virtually infinite in size

without having to deal with annoying load times.

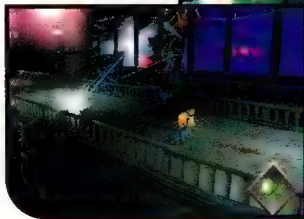
CAIN TAKES OUT ENEMIES WITH HIS AUTO-AIMING CYBERNETIC ARM, A FEATURE (THE AUTO-AIMING, THAT IS) THAT SOME MAY FIND CHEAP, I'M SIMPLY GRATEFUL IT'S THERE.

Interesting level elements, like the giant mech Boss, the zip-line pulley area, and Cain's travels across metropolitan rooftops make for some unique moments in the game, and the overall excellent graphics give everything a nice-looking polish. Dynamic lighting, transparencies and other visual goodies spice up even the darkest levels.

The main problem with the game is the somewhat oversensitive controls, at least in terms of turning. The camera isn't smart enough to make precise movements, which makes things worse. And the frequent shifts in camera

view can make things confusing. With the exception of the Lab level, however, level design is overall quite good. This is an interesting and unusual title that deserves a long look.

—Joe Rybicki



Official U.S. PlayStation Magazine

Pros

- Rage Meter
- Interesting level elements
- Huge levels, no load times!

Cons

- Occasional hiccups between level sections
- Shifting camera gets confusing
- Boring Lab level is irritating

Official Rating





(reviews)

playSTATS



for 2
Players



Memory Card
1 block

Virgin



COMMAND & CONQUER: RED ALERT



"...one gem of a strategy title."

Command & Conquer was one of the titles that defined the realtime strategy gaming genre. Setting numerous sales records on the PC, the game took the strategic aspects of classic games of war and added an element of edge-of-your-seat action (and a thumping techno soundtrack) which opened the game to an entirely new audience. It hit the PlayStation just as its sequel, Red Alert, was enjoying the peak of its even greater success on the PC. Now, Red Alert has finally made it to the consoles, giving realtime strategy fans a solid addition to their collections.

If you enjoyed the original C&C, you'll almost undoubtedly love Red Alert even more. More and different units add more variety, combating the occasional monotony experienced by players of the original.

Mouse support adds more intuitive controls for this style of game. Link Cable support gives players a chance to go head-to-head with friends. And a customizable Skirmish Mode lets players square off against one to three AI opponents on the battlefield of their choice.

Like the original, Red Alert is great when you know what you're doing. The problem is, figuring out exactly what you need to do to conquer each mission is purely a trial-and-error process—and commanding an entire military force can be quite daunting when you don't know what you're doing.

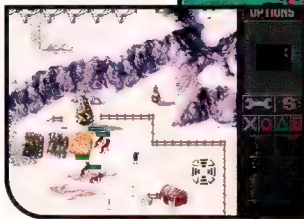
THE MANY MISSIONS
ARE INTERSPERSED
WITH PERIODIC FULL-
MOTION VIDEO CUT
SCENES WHICH ARE
ACTUALLY PERFORMED
ADEQUATELY BY THE
ACTORS INVOLVED.

This wouldn't be that much of a problem if it weren't for the horrendous oversight which gives PlayStation owners the chance to save only after a mission is complete (the PC version lets you save whenever you wish). Since missions can take literally hours to complete, this unfriendly save system can prove exceptionally frustrating—especially since you can continue with the mission long after any chance of victory has been lost.

The significantly increased level of difficulty would have been challenging enough without a poor save system.

Still, after all is said and done Red Alert remains a gem of a strategy title. One flaw is not enough to keep me away from this one.

Strategy fans, give it a try, at least.
—Joe Rybicki



Official
U.S.
PlayStation
Magazine

Pros

- Challenging missions
- Adequate computer AI
- Skirmish Mode
- Two-player Mode

Cons

- Horrible save system
- Tiny, tiny characters
- Missions are not explained well

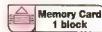
Official Rating





(reviews)

playSTATS



Natsume

LODE RUNNER

"...a bit of gaming history."

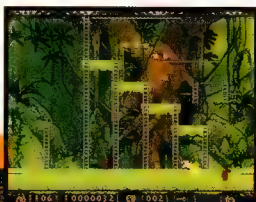
Natsume has delivered to PlayStation owners a bit of gaming history with their port of the classic PC puzzle game Lode Runner.

The game pits one or two players against a horde of cannibalistic monks in a quest to retrieve all the gold from an overwhelming number of single-screen levels. The player must determine the best order in which to collect the gold pieces scattered across the level, taking care to avoid various traps and other hazards.

The first few levels are extremely simple, but the challenge increases quickly after that. Some players

might even find it too challenging, even to the point of frustration, especially when the player finds himself in the arms of the enemy just steps from the exit door—requiring him to start the entire level over. Additional problems come from the fact that the game was designed to be played with a key board, and the PS pad's tendency to drift toward the diagonal can cause problems at key moments. Still, the informative intro, the huge number of levels, the unpredictable AI and the Level Construction Mode make for a game with more than a few surprises.

—Joe Rybicki



Pros

- It's a classic!
- Infinite levels with the editor

Cons

- Dated graphics
- Clumsy controls



RAMPAGE

playSTATS



Midway

Do the monster mash '90s style!

Just when you thought it was safe to go back into the arcades, the original Monsters of Rock, Rattle and Stomp—George, Lizzy and Ralph—return!

As in the '80s arcade classic, the object of the game is to level city after city, being sure to sample plenty of the "local flavor," usually in the form of hapless civilians. World Tour's main twist is that you can hop on a 747 and visit foreign countries to show the locals how a real ugly American takes care of business.

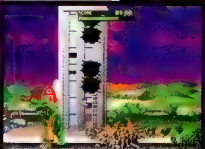
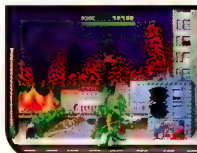
Graphically, Rampage looks like a carbon copy of its coin-swallowing cousin. The monsters are now rendered and have a wide range of humorous animations.

In addition to the usual kicks and punches, your character has a few secret moves, such as karate kicks, for punishing enemy forces—or a second player. You can also morph into V.E.R.N., a flying purple people eater, by eating toxic waste.

The real problem with Rampage is that after a dozen or so levels, the action gets monotonous, despite the developers' subversive sense of humor.

Midway was wise not to alter the original formula too much, but could have created a party favorite by adding a multi-tap option.

—Gary Mollohan



box score

Pros

- Buddy bashing
- Full frontal nudity!

Cons

- No three-player capability
- Monotonous gameplay



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ME

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(reviews)

playSTATS

Analog Controller
Compatible

Multi Tap Adaptable
1-8 Players

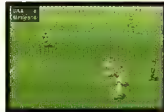
Memory Card
1 block



EA Sports

FIFA 98

"Perfect for number-crunchers."



box score

Pros

- Loads of teams
- Customizable players
- Great graphics

Cons

- Slow players
- Extremely sluggish controls



This year's edition of FIFA (fully titled FIFA Road to the World Cup 98) continues the series' trend toward the purely strategic. It's got tons of teams, challenging artificial intelligence, comprehensive team tactic options and even a Customize Player option for building your own personalized squads. These elements make the game perfect for number-crunchers and die-hard soccer sim fans. Unfortunately, EA seems to have dropped

the action down a notch, which hurts the game in my estimation.

The problem isn't in the graphics; those are as beautiful as

any previous FIFA. The problem is that the players are incredibly slow, and the controls are sluggish as all hell, even with the use of the analog pad. It's frustrating to see the graphic level improving at the expense of the playing speed. (Check out Konami's Goal Storm for the opposite end of the spectrum.) Soccer is largely an action-oriented sport, and a game should represent that.

Gamers in countries where soccer (or more properly, football) has a long-standing tradition will appreciate the exhaustive stats, but I would have liked much more action.

—Joe Rybicki



TENNIS ARENA

playSTATS

1 or 2
Players

Memory Card
1 block

Ubi Soft



"A lighthearted and entertaining game."

If you're looking for a hardcore tennis sim, Ubi Soft's Tennis Arena probably isn't the game for you. But if you're looking for a lighthearted and entertaining game that harkens back to some of the earliest sports titles for the NES, Tennis Arena is well worth a look.

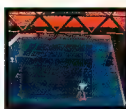
Rather than going through the time and expense of securing real-world players and licenses, Ubi Soft instead focused on making Tennis Arena entertaining and easily accessible. From the opening serve, you'll be volleying and reeling off exaggerated special shots with ease.

In addition to Tennis Arena's colorful assortment of players

(you'll find no Agassi clones here), the game has a wide range of courts and surfaces. Among other settings, you can play in the middle of a Roman coliseum and on the deck of a rocking ocean liner.

While good as a two-player game, Tennis Arena's overly simplistic gameplay and lack of tournament options make one-player contests average at best. Volleying is a bit too easy, and you don't have a very fine degree of ball control. In their effort to make Tennis Arena accessible, the developers dumbed the game down a bit too much.

—Gary Mollohan



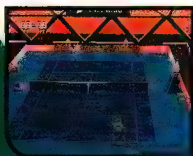
box score

Pros

- Powerful super shots
- Unusual arenas

Cons

- Few selectable characters
- A bit too simplistic for sports bu





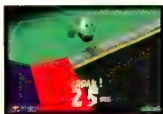
(reviews)

playSTATS



Hasbro

FROGGER



An adequate update of the classic hopper

A wave of nostalgia has swept through the video gaming industry recently. Namco and Midway released their classics for the PlayStation. On the Internet you can find Atari 2600 and ColecoVision emulators for your PC. And now Hasbro has updated the Konami classic Frogger for the PlayStation.

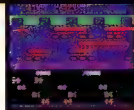
At first I was a bit skeptical of taking the classic amphibian hopper into the 3-D realm; nevertheless, it holds up surprisingly well.

The first few levels are three-dimensional versions of the classic. After that, you take Frogger through caves, forests with

honeybees and buildings filled with gears in order to save your little froglings. There is also the added element of eating bugs in order to get special features such as making your tongue grow to twice its size (making you a very popular frog, indeed).

The real fun begins when you gather your friends and loved ones around multiplayer Frogger. With the multitap adapter, up to four players can race through five different levels of traffic. I've found this is a great way to introduce people not familiar with the PS to the power it possesses.

—Bob Conlon



box score

Pros

- True to the original
- Multiplayer Frogger rules!

Cons

- Nostalgia factor wears off quickly



NBA FASTBREAK '98

playSTATS



Midway



Fastbreak tries to play above the rim

I tip my hat to Midway and Visual Concepts for attempting to compete against the big boys (NBA Live and ShootOut), but what I've seen here is only a poor man's version of these.

Fastbreak lives up to its name, as the action is fast-paced. Seemingly more geared to the arcade-style scenario, the simulation aspect is hardly seen. I prefer a well-balanced basketball game with strategy as well as a fast-paced engine.

One of the reasons why it's so fast is that the AI is incredibly hard. Rookie is a fair setting, but when you enter the Pro Mode you will need some playing experience.

Not only is the computer good on the defensive side, it is awesome on its offensive sets. It takes advantage every opportunity for some incredible ball movement. Be ready to get burned.

Graphically, Fastbreak is a hybrid of NBA Live and ShootOut, but not as impressive as these. The characters need detail in their textures...especially when the Instant Replay zooms in on them.

Midway and its producers made a good attempt to compete with the rest, but it will take more than this to be on top of the hill.

—Dindo Perez



box score

Pros

- Difficult AI
- On-the-fly play calling

Cons

- Needs attention to detail





(reviews)

playSTATS



Capcom

STREET FIGHTER COLLECTION

"Nostalgic collectibles..."

Nostalgic collectibles are becoming a norm in the video-gaming industry. First comes Namco with their Museum collections, then Williams' arcade classics, and now Capcom with their SF fighting game series, Street Fighter Collection, which comes on two CDs.

The Street Fighter series was the best fighting series of all time on the Super Nintendo system. Then came the PlayStation. Here, Street Fighter Alpha is released and a sequel, followed by the first 3-D SF fighting game, Street Fighter EX plus α. Sadly, not all of these will be available in this

collection. I don't know why it's called a collection when only three games are included. The world will never know.

The first disc consists of Super Street Fighter II and Super Street Fighter II X. The second disc features Street Fighter Alpha 2, which introduces a few new characters never seen before in addition to those in the prequel. All three titles play superbly; they're very easy to control with the PlayStation pad.

I can't argue that this is a good deal considering you get three full games, but they all are still the same game to me.

—Dindo Perez



Pros

- Good controls
- Still fairly decent graphics

Cons

- More SF games should be bundled in this collection
- Repetitive gameplay



AGH: MIDWAY COLLECTION 2

playSTATS



Midway



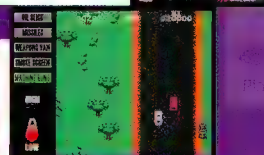
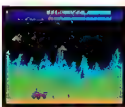
"A bunch of visually archaic yawners..."

If I had known as a kid that I could one day own arcade-perfect versions of Moon Patrol, Burger Time and Tapper, I probably would have done cartwheels. So why am I reluctant to shell out 40 or 50 bucks to get these games (not to mention four others) on a single disc? I'll tell you why. Aside from bona-fide classics like Pac-Man or Asteroids, most games of yesteryear just don't have the playability of today's hits. An unfair comparison? You bet it is, but it's true, nonetheless. Most "classic" games were based on a single play mechanic, and after the nostalgia wears off, you're left with a bunch of visually archaic yawners.

Out of the bunch, the side-scrolling lunar exploration game Moon Patrol and the whimsical bartending sim Rood Beer Tapper held up the best. Burger Time and Joust 2 still suffer from what ailed them originally; Burger Time's bad control still makes it a pain to get on and off those ladders, while small arenas and the awkward Pegasus transformation still ruin Joust 2.

Unless you have a wheel, Spy Hunter is painfully bad, while the ultra-obscure fossils Splat! and Blaster are so terrible they should have been allowed to rest in peace.

—Gary Mollohan



Pros

- Tapper's foam-spewing shell game
- Spy Hunter's Peter Gunn theme

Cons

- You can play most of this stuff for free on your PC via emulators.



resident evil 2

Return of the Living Dead

by Gary Mollohan

After an abortive first attempt at spawning a sequel, the game that cornered the survival horror market once again walks among us.

Close to 70 percent finished with what was intended to be the sequel to Capcom's 2.8 million-selling spine-tingler, *Resident Evil*, producer Shinji Mikami faced an agonizing decision: plow ahead on what he knew to be a lackluster sequel or pull the plug and start from scratch. For Mikami, there was only one answer. Informing the next of kin, namely the 40+ artists, animators and programmers who had been laboring on the game for the better part of a year, proved more difficult. "Everyone turned blue" upon hearing the news, recalled one team member. After some initial grumbling, Mikami's staff unanimously agreed it was the right move, too.

So what exactly was so terrible about *Resident Evil 1.5*, as the game has become known to Capcom R&D? Mikami-san recently shed some light on the matter in an interview with *Famitsu* Now, Japan's best-selling weekly (yes, weekly) video game publication. Employing a cooking analogy, Mikami explained that blame couldn't be placed on a single ingredient. "Each ingredient was not bad—good vegetables and good meat. At that time, I thought it would be a good stew if I threw everything in the pot with a little spices. But after throwing everything in the pot and tasting it, I thought, 'What is this?' I knew that even if I took time and cooked, this would not be a good stew."

Further deciphering of the *Famitsu* interview (When dealing with the press, Japanese developers can be notoriously coy, forcing magazines like *Famitsu* to print such *Tiger Bees*-esque information as the developers' favorite foods, Mikami-san, it seems, has a hankering for white rice and pickled cabbage...) lead us to believe three of *RE 1.5*'s "ingredients" weren't quite as tasty as the others. First,

the ultra-modern concrete and steel buildings that housed much of the action were bland and repetitive-looking. Second, in an effort to get more zombies on screen, Capcom simplified their polygonal models, making the zombies less frightening. And third, a professional



R.P.D.

writer was brought in to review 1.5's story, which co-starred a spunky female motocross racer...with *attitude*, and was understandably appalled.

So Mikami abandoned the first stew and set about finding an entirely new recipe. The first ingredient to change was the backgrounds. While Resident Evil 2 shares 1.5's urban setting, Raccoon City Police Headquarters (site of most of the action) is an aging Western-style building, retaining the spooky atmosphere of RE1's sprawling mansion. To achieve the highest level of accuracy, members of the development team reportedly ducked into a few of the remaining corners of the

century Western-style buildings in Japan to take pictures and to get a feel for their general ambience.

Next Capcom nixed motocross racer Elza Walker in favor of Claire Redfield, younger sister of RE1's Chris Redfield and friend of rookie cop Leon Kennedy, RE2's second protagonist. In an interview we conducted with Capcom of Japan, the developers said, "Claire is more appropriate design-wise, characteristics-wise and story line-wise." (See what we mean about being

coy?) We inferred that since RE2 has

no returning characters, Claire at least provides a blood link to the first installment. Plus, she doesn't run around in brightly colored motorcycle leathers...

Capcom also added greater detail to their character models, creating a total of 10 unique zombies, including an all-new female zombie. Instead of the dingy brown pajama-like garments worn by RE1's headheads, RE2's zombies wear blood-stained T-shirts, tattered jeans, and cop uniforms.

Not only are the zombies more varied, but they can be destroyed in a variety of new and interesting ways. Zombies can now be lit on fire or blown in half with a shotgun. Arms and legs can be removed with a single, well-placed shot, and the zombies' heads can be punted from their

bodies Pele-style.

Claire and Leon have added detail, as well, including a new damage system that provides a visual indication of their health. Receive a few bites, and your character will clutch his or her side.

When near death, Claire and Leon walk with a pronounced limp and are unable to run. Mikami-san further elaborated on the damage system in the Famitsu interview. "We changed it so that the character would lower their stomach or drag their foot when s/he gets damaged. In the

original, you didn't know the characters' health condition unless you opened the sub-screen. Because of that, the character could die all of a sudden after running fine....Also, I think that it is possible to [create] tense situations that you haven't seen [before]. For example, a situation where a character with [an] injury cannot run, but [is attacked] by some fast enemy like a dog."

These cosmetic improvements, however, pale in comparison to RE2's new "Zap" system, which allows the player to vary the story by choosing from different scenarios. Here's how it works: The player begins by selecting either Claire or Leon, each of whom has their own dedicated disc. After beating the game and saving to a memory card, you may begin a second scenario as the same character or you may switch. As you play through the game a second time, you'll notice changes in



re 1.5

If you are one of the many Resident Evil fans wondering why it's taken so long for Resident Evil 2 to arrive, you're looking at the reason. Dubbed Resident Evil 1.5 by Capcom R&D, the game was abandoned 70 percent into its development, because it was deemed too similar to the original Resident Evil.

One of the game's biggest innovations was to be an elaborate costume change system that altered your character's appearance as you played through the game. Leon and Elza (the original female lead) could find and wear such items as bullet-proof vests, which offered improved protection in addition to extra carrying capacity. Leon's and Elza's outfits would also become tattered and blood-

stained as they journeyed across Raccoon City.

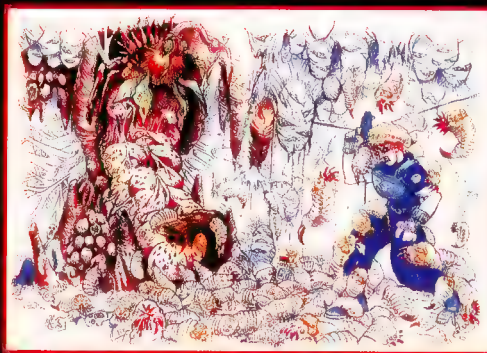
If you look closely, the zombie cops found in the police station are fat and composed of fewer polygons, giving them a less threatening appearance.

While all work has ceased on RE 1.5, several of the game's innovations are said to have made it into RE2, Resident Evil's true successor.



story line and endings. You will also witness many of the same events but from an entirely different perspective. By our count, this creates at least four ways of completing Resident Evil 2. Even so, "there is still only one big flow of [events]," explained Mikami. In our interview with Capcom, the developers indicated they first thought of the so-called Zap system during a late stage of RE1's development; however, it was too late to implement it in the series' first installment.

Aside from some additional weapons, a new Lara Croft-style auto aim, and an expanded cast of sub-characters the player may briefly control, including a 12-year-old girl, RE2 remains remarkably true to the classic Resident Evil formula. The sequel runs on a modified version of the first game engine and contains the same prerendered backgrounds and static, or fixed, cameras. Given the success of Tomb Raider, many wondered if Capcom would make a move toward true 3-D for RE2. Even though the idea occurred to Capcom, such was not the case. "Even before we started develop-



ment of RE1, we considered making it a true 3-D game. However, we gave up on that idea, because we decided the current perspective is the best way to present the sense of horror and a movie feel."

And it is Resident Evil's "movie feel" that has always been the game's most striking quality. Perhaps for the first time in history, a video game used lighting, dramatic camera angles, editing, sound effects and music to rival the tension created by a Hollywood epic. In an interview appearing on PlayStation Underground Volume 2, Final Fantasy VII producer Hironobu Sakaguchi stated it is now possible, in his opinion, for video games to surpass movies in entertainment value. Thanks to a higher degree of interactivity, Sakaguchi enthused, players can "get further into [games]," to the point of "becom[ing] one with the visual images." When asked about the comparative advantages of the two media, the developers of RE2 were more diplomatic. "Movies and games have their own merits, so it's impossible to say which is a better medium. Both should be improved to reach a higher level. The only thing [we] can say is that it's impossible to produce high-quality entertainment by simply imitating other media. [We] believe more and more superior entertainment can be produced if both movies and

must scream tv

Last September, L.A.'s Chinatown erupted in flames as flesh-eating zombies overran a local jail in search of blood. At the center of the carnage stood veteran independent filmmaker

George Romero, director of the landmark *Night of the Living Dead* and spiritual mentor of a generation of young filmmakers. Unbeknownst to George, his work also made quite an impact half a world away in

Japan. The creators of Resident Evil so idolize George, whom they've dubbed the "Father of Zombies," they demanded he direct the Resident Evil 2 television commercial, slated

to begin airing in Japan later this month.

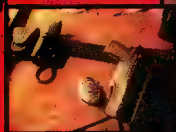
Although initially unfamiliar with Resident Evil, Romero (seen



above in the striped shirt) was shown a videotape of game

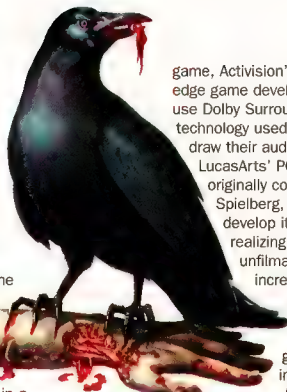
footage, which the Pittsburgh native used to storyboard the spot. Shot over a three-day period, the commercial depicts Leon's and Claire's attempted flight from the Raccoon City Police Headquarters.

The commercial's make-up effects, created by an effects wizard who's been working with Romero since *Day of the Dead*, are so horrific, the spot most likely will never air here in the United States.



games understand each other's merits and take advantage of them."

As the line between video games and movies continues to blur, the argument over which is the superior form of entertainment eventually may become a moot point. Bruce Willis will soon become the first A-list movie star to appear in a

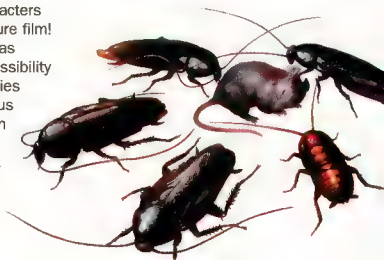


game, Activision's *Apocalypse*. Cutting-edge game developers like *Psychosis* use Dolby Surround Sound, the same technology used by filmmakers, to draw their audiences into the action. LucasArts' PC title *The Dig* was originally conceived by Steven Spielberg, who had intended to develop it as a movie before realizing his story was unfilmable. Even more incredible, action guru James Cameron is considering using nothing but CG-generated characters in his next feature film!

As impressive as *Resident Evil 2* is, it is the possibility of a third installment in the series that *really* has us salivating. When asked about *Resident Evil 3*, Capcom was characteristically



tight-lipped, stating only that they would consider additional installments if *RE2* becomes "a big seller."



90figure

While toy giants Hasbro/Kenner and Mattel were duking it out over the master toy license for the new *Star Wars Trilogy* (Hasbro/Kenner was awarded the license in October, reportedly beating ■ last-minute \$1 billion-dollar bid by Mattel), New York-based Toy Biz was quietly snatching up the licensing rights for some of the most popular video games. As seen in the December issue of *OPM*, a naughty shorts-wearing Lara Croft should be swinging onto store shelves some time in the new year. Equally exciting, Toy Biz will produce not one, but *three*

series of *Resident Evil* action figures!

The first group of five will contain characters from the original *Resident Evil*. Included in the series will be 5" versions of Chris Redfield, Jill Valentine, a dismemberable Zombie and a fearsome Hunter. Tyrant, the end Boss from *Resident Evil*, also will be available and will tower ■ full three inches over the other figures. If that weren't enough, a companion figure will be included

with each 5" figure, making them a steal at \$5.99. Chris, for instance, will come with a zombie dog that can be blasted to pieces, while Jill will be terrorized by a giant spider filled with smaller baby spiders. Series One is scheduled to hit stores in late March or early April. Series Two and Three, based on *Resident Evil 2* and the big-screen adaptation of *Resident Evil*, are scheduled to appear sometime thereafter.



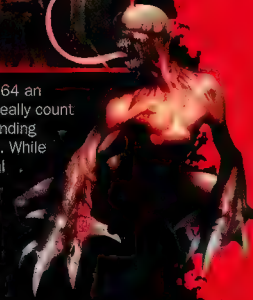
deja view

They also refused to comment about which platform would be the recipient of RE3. Resident Evil's memory-hogging

backgrounds and cinemas make the N64 an unlikely candidate, but you can never really count out the big N, especially with the impending release of the N64's disk drive add-on. While the current PlayStation still has several good years ahead of it, the rumored PlayStation 2 (or PlayStation 64 or whatever Sony ends up calling it) offers more intriguing possibilities. If the *Resident Evil* movie—currently being penned by heavy-weight screenwriter Alan McElroy, whose credits include *Spawn*, *Die Hard 4* and *Soud: The Disposable Assassin*—is a box-office hit, might Capcom incorporate its stars into RE3 in the same manner

Activision digitized Bruce Willis? (Doing so might be a good way to remedy the sub-par voice acting that continues to plague the series.) Could a big-name Hollywood director, such as George Romero or Sam Raimi, be brought in to

block key shots or video sequences? Given the continuing convergence of film and video games and the processing power of emerging game consoles, the possibilities are almost as scary as the residents of Raccoon City.



Avid film buffs, the creators of Resident Evil pay homage to memorable movie moments



(left) In the opening scenes of *Night of the Living Dead* (1968), the panic-stricken heroine discovers the remains of a farmhouse owner.

(right) In the opening scenes of *Resident Evil*, the hero happens upon the remains of a fallen S.T.A.R.S. team member.



(left) Anyone careless enough to stray near a window in George Romero's cult classic was easy pickens for the flesh-hungry zombies waiting outside.

(right) Apparently Resident Evil 2 hero Leon Kennedy didn't see the movie, because he occasionally makes the very same mistake.



(left) While not exactly one of the film's signature scenes, this shot nonetheless seems to have had an impact on

the RE2 design team. (right) Putting the enemy in the foreground gives this game screen a very cinematic look.



(left) Say "Ahhhhhhh." Roy Scheider gives his finned foe something to chew on in Spielberg's 1975 blockbuster, *Jaws*.

(right) Apparently Leon is a Spielberg fan, because he uses the exact same trick to turn this scaly cellar-dweller into luggage.

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It's All You Need To Know



TOMB RAIDER II

by Dave Malec

Lara Croft has never been one to sit around and it wasn't long after her previous expedition that she embarked on a new adventure. Marco Bartoli has discovered the location of a powerful dagger, enabling the possessor to transform into a fierce dragon. From her start at the Great Wall to the foothills of Tibet, this rigorous journey will test her abilities at every turn. This strategy is not a complete walk-through, but rather a guide pointing out trouble spots and the locations of secrets. The later levels will be touched on in a little more depth, but still leaving plenty for you to discover on your own. Now strap on your favorite pair of automatic weapons and head for the interior of China.



Lara's Home



For those of you who are unfamiliar with Lara's abilities, I suggest you spend some time in the Practice Mode at her mansion. Veterans of the first installment will find that she controls the same apart from several new moves. The obstacle course will explain how and when to use the various tech-

niques that are available. Practice jumps while sliding down an incline and test out her new midair turn-around. If you can complete the course in close to a minute and a half, you are ready to put your skills to the test.



Weapons

In addition to the pistols, automatic pistols, shotgun and uzis from Tomb Raider, the following are the new weapons Lara has in her arsenal.



Flares have been added to explore dimly lit areas.

Use them sparingly through the early levels of the game.



The M-16 is powerful and best used at a distance. It will take her longer to fire this than some of the other guns.



The harpoon gun is the only weapon used underwater, but it has slow reload time. I like to avoid using this one.



Use the grenade launcher on unsuspecting enemies. It will be almost useless once they are on the move.

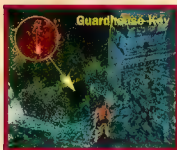
The Great Wall

ULTIMATE GOAL - Search the Great Wall for clues as to the location of the Dagger.

KEY OBJECTIVES - The **Stone Statue** can be found in the first area. About half way up the wall to the guardhouse you can follow a ledge that leads back toward the pool. This is where you will find the statue.

- Once Lara has reached the top of the Great Wall, seek out the **Guardhouse Key** in the pool below (watch for a tiger when you leave the pool).

- Once inside the guardhouse, your skills will be tested by the gauntlet of traps that line its corridors. This area can be tricky and your success will ultimately depend upon your precision and timing. The following is the layout of the traps in the gauntlet:



1 - Wade into the water and use the ledge on the left to shimmy past the booby traps below the water's surface.

2 - Run across the breakable floor and take a right. Entering this room will set off two boulders that will be gaining on you from behind. Continue running until you near the spikes and jump over them. Jump early to use the slope to cushion the drop.

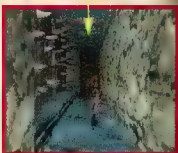
3 - Immediately run to the left and head for the elevated opening. The spiked walls will be closing in on you, making the retrieval of the automatic pistol rounds very tough without getting impaled.

4 - Keep running and leap over the series of floor blades until you emerge into yet another spiked wall trap. Grab the **Jade Dragon** quickly and enter step to safety.

5 - This corridor is lined with spikes, but if you hug the wall on the right, you won't get hit.



6 - Finally, stand on the breakable floor after you have dropped down from the spiked corridor.



- From the ledge you can use the rope slide to reach the exit or explore the area below by climbing down the cliff. This deep crevice contains the **Gold Statue** and much to my surprise, two T-Rexes. One will appear when you first enter and the second attacks after you grab the statue. Use the narrow corridors to shelter you while you pick them apart or have some guts and take them on head-to-head.

Venice

ULTIMATE GOAL - Open the large gate under the clock and escape in the speedboat before it strikes 12.

KEY OBJECTIVES - Open the gate leaving the area so that you can leave with the speed boat. Before leaving this first area, you will want to snag the **Automatic Pistols** from the gunmen who appears after you open the Boathouse.



- Stop the boat after you go over the waterfall. Search the water for the **Gold Dragon**.

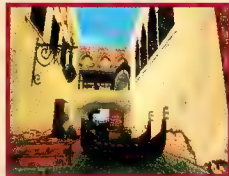
- To continue any further, you will need to raise the water in the lock. To bad we don't have a good locksmith...never mind. Pull the boat all the way forward and then throw the switch to raise the water level. Jump in the water and pull the lever to open the door leading out. Before leaving this area, search the opposite wall to find a ladder leading to the **Stone Dragon**. There are also some uzi clips in the water here.

- In this portion of the level, you will need to raise the two gates blocking one of the narrow canals which are an essential part of your escape route.

- The switch that opens the gate leaving the level will trigger the clock. As it begins to

chime, use the ramp through the walkway to reach the now-opened canal. When attempting the ramp, hold the X Button to reach a faster top speed. This is the quickest route and the gate needs to be reached before the clock strikes 12. How do you get past those mines? Rev that engine up and head straight for them. Jump off just before your boat collides with the mines. Use the other speedboat to leave the level.

- The **Jade Dragon** is found in the portion of the walkway that you crash through with the speedboat.



***NOTE:** Be careful when running the speedboat at top speed. If you ram into something, you will take the damage, not the boat.

The Details

Eidos has created more detailed enemies for you to face in Tomb Raider 2. The grinning lion of Tomb Raider has been replaced with a much cleaner looking tiger in this sequel. Other opponents include fierce Xian warriors and even the abominable Yeti.



Lion from the original Tomb Raider

Improved tiger from Tomb Raider 2



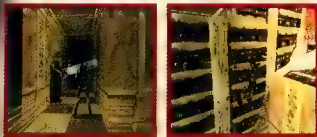
Some Advice

Although it is easy to get caught up in the adrenaline rush of a firefight, keep in mind that many enemies can be taken out with the pistols. Learn to conserve your more powerful ammo for the more dangerous adversaries to come later in the game.

Bartoli's Hideout

ULTIMATE GOAL - Locate the Detonator Key to destroy a portion of the building blocking your way to the Opera House.

KEY OBJECTIVES - When you arrive at the dock, the first thing you will need to do is open the outer door. Reaching it will require you to work your way to the second floor.



- The overhang directly in front of the door you just opened can be tricky to jump to. With your back to the wall, take two steps forward to make the jump successfully.

- On the second story of the house you will be attacked by a gunman. Enter the large room where he came from and turn to the left to find a switch. Go back out into the hallway and enter the opened doorway to the

balcony. The **Stone Dragon** is here.

- You will find a moveable block in the fireplace which leads to a ramp lined with blades that activate when you slide down. Instead, step to the top of the ramp and dive into the water. The burners that face you are timed and will go out briefly when you step on the square in front of the first burner.

- In this large ballroom, you will eventually want to end up at the windows on the top left. A quick survey of the room and you will discover a switch across from the middle chandelier (it opens the painting holding the **Library Key**). On the back

side of the rafter is a switch changing the levels of the chandeliers allowing you to reach the key.

- The drop down the chimney will put you outside the library. Throw the switch in the water to open the gate into the next room. Explore

this underwater area to turn up the **Gold Dragon** and grenades.

- The room on the left from where you entered the library leads outside and to a small building. The building itself contains the **Detonator Key**. Go to the far end of the wall and jump to the roof of the building. On the other end is a smoke stack and an opening in the wall. A standing jump will allow you to grab the wall and drop to the pool containing the **Uzis**.



- The **Jade Dragon** can be found by climbing the brick wall past the detonator. Work your way up to the window and go through it to claim the statue. Do this before you use the detonator!

- Use the **Detonator Key** and watch the fireworks.



Opera House

ULTIMATE GOAL - Work your way through the Opera House and confront the evil Bartoli in his hidden warehouse.

KEY OBJECTIVES - You will first need to obtain the **Ornate Key** from the room directly across from the swinging box. Return to the platform next to the swinging box and then head for the stained glass window. Locate the flattened area of the roof to the right of the window. Once there, jump left onto the slope and grab and hang. Now drop down to the window ledge.

- Once you've used the **Ornate Key**, save your game. You are faced with leaping across these breaking tiles until you reach safety on the opposite side. There are two sections of three tiles in a row that will take you across. A standing jump followed by two running jumps will get you to the other side. The tiles won't break while hanging on them, only when standing on them.

- For some reason, the swinging box on the opera house roof had me trying to time my jump with the box. All you need to do is a running jump to grab just left of the box.

- The control room you've opened has two switches and a slot for the **Circuit Board** you obtain later. Throw the switch on the left for now; the other won't be functional until you find that circuit.

- When you reach the stage area, work your way down to the ground floor and then up to the second level from the bottom. The only way to reach this level

is to go down first. From this level you can drop down the elevator shaft into some water. Climb up two levels and enter the air ducts from the dressing room. Opposite the area of the ducts with the grate in it, you will notice a dark ledge. This is where you will find the **Jade Dragon**.

- The switch at the top of the room off to the right of the stage will drop a sandbag, opening a trapdoor in the stage floor.

- Explore this area to find the **Relay Box**, a switch and the **Stone Dragon**.

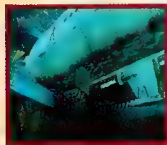
- The **Relay Box** will allow you to activate the elevator on the uppermost level of the stage area. If you wait for the elevator to go down, get on the roof and grab the ladder on the side of the shaft. This will lead to the **Gold Dragon**. Take it easy around that broken glass. Once you have sent the elevator back up, you can explore the new area to find the **Circuit Board**. Inserting the **Circuit Board** in its spot will raise the curtain.



- The final warehouse area is fair to the Boss, Bartoli. He is tough! It would be suicide to drop to the floor at this point. Once you have made the leap past the swinging box, find a spot out of Bartoli's sights. The crates against the wall on the right side of the room are perfect. Pick off the dogs and get in a few shots on Bartoli as well. Use the uzis or the shotgun to finish off this



Offshore



ULTIMATE GOAL - Get access to the series of locked doors by using three colored pass cards.

KEY OBJECTIVES - Those dirty thugs took all your

weapons! Your first priority is to recover your pistols from the plane. When swimming near the plane, be aware of the fan just waiting to catch you in its pull. When you swim through the passage opened by the lever, you will notice a door under you. Pull the lever in the area in which the tunnel emerges to open the door, revealing the location of the **Jade Dragon**. Once you have your pistols back in your possession, take out the two roaming henchmen. One of them has the **Yellow Pass Card**.

- Once through the door accessed by the **Yellow Pass Card**, go right until you find the living quarters. Here you will regain the **Automatic Pistols** and find the **Harpoon Gun**.

- Enter the ceiling hatch from the top bunk on the right side. When you slide down the incline, do it backward so you can grab hold of the edge at the bottom.

- Once you have made it past those burners, be sure to climb the ladder on the left before diving into the water. The **Stone Dragon** waits for you on the roof of the rig. The thug in this corridor holds the **Red Pass Card**.



- In the room with two large water pools, your goal is to find the **Green Pass Key**, allowing you to enter the second take while it's filled with water. When you open the trapdoor in the control room, you will slide down to a large room. Before entering the water below, I would suggest taking out the gunmen on the catwalks (one of them will give you a **Shotgun**). The **Gold Dragon** is at the base of one of the elevated walkways and can be reached by



jumping into the water. The **Green Pass Card** is on the opposite side of where you entered the room.

- Fill the far pool with water and exit the level through the water-filled corridor.

Secret Dragons

By now you may be wondering, what's the point of collecting all of those dragon statues? Well, there is no big payoff. You've got yourself bragging rights with your friends and the satisfaction that you've left nothing in the game unexplored. Isn't that enough?

Diving Area

ULTIMATE GOAL - Reach the final diving area to head off Bartoli.

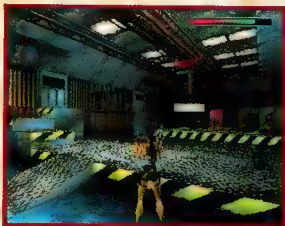
KEY OBJECTIVES - When you have entered the room with the two moving hooks, be sure to collect the **Ude** off one of the fallen gunmen. The key to passing the hooks is to make a standing jump to the far edge you won't get hit. Now line yourself up for a running jump. Time it well and you won't take any damage from the hook when you back up.

- The long slope in the next room holds the **Stone Dragon**. Slide down backward to land in the notch containing it.

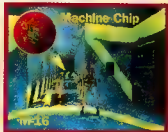
- After that long climb, you will want to drop down the opening so that you are sliding backward. This allows you to grab the ledge at the end of the slope. Drop down a level and pull yourself up quickly to avoid getting killed by the waiting gunman.

A running jump through the break in the railing will get you safely to the **Blue Pass Card**.

- The area accessed with the **Blue Pass Card** is home to the first of the enemies that are armed with flamethrowers. He is to the left and he is aided by four dobermans. Take the dogs out first and keep your distance from his fiery reach.

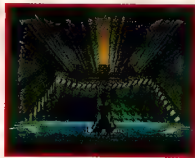


- When you come to the area past the helicopter pad, you will find the **Machine Chip** and the **M-16**. Hit the switch on the right and then the left one. Now move as quickly as you can before the flames return. Grab the chip on the first run and then go back for the M-16.



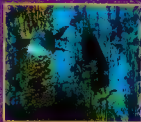
- The **Jade Dragon** is beneath the grate in the room opened by the **Machine Chip**. The control panel across the room from the entrance will open to reveal the switch.

- The second **Machine Chip** is needed to shut off the saw, enabling you to grab the **Red Pass Card**. When you enter the room after you hear the voices talking, don't approach the body in the center of the room until you have picked up the **Gold Dragon** in the next room. Hope you don't mind getting your feet wet.



Underwater Foes

Battling the denizens of the deep with your harpoon gun can be difficult. Slow to shoot and reload, there is plenty of time for them to close in on you. I suggest you avoid engaging these nasty creatures altogether. It shouldn't be difficult to outmaneuver them, but if you must take them on, use the quick turn-around. Put some distance between the two of you before turning to take a couple of shots.



40 Fathoms

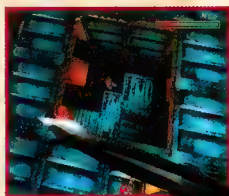
ULTIMATE GOAL - Work your way through the outer portions of the ship to reach the decks of the Maria Doria.

KEY OBJECTIVES - Air. Where do you find it down here? Follow the barrels strewn about the sea floor and enter the hull of the ship by the anchor.

- When you first emerge from the water and enter the open room, you will see the **Stone Dragon**. Take care not to run over the trapdoor in the center of the room to collect it.

- After you are through with the thugs in the room below the trapdoor, jump to the opening and turn to your left. Throw the switch here and run toward the portholes. To the left is now an opening. Dive to find the **Jade Dragon**, but watch out for those barracudas.

- You will need to swim all the way to the top of this next area to find a lever that opens a door at the bottom. How's that for convenient? The lever there opens the hatch at the top. Be sure to look to your right to find the **Gold Dragon**.

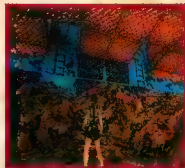
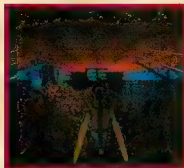


Exploring Tips

Explore your new surroundings thoroughly before making any rash decisions.

If something looks like it's impossible, it probably is. For example, if you are just barely missing a jump, there is more than likely another route.

Save often. Much of your frustration can be avoided by frequently using the improved save feature.



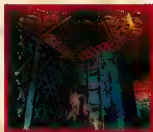
- Drop down to the bottom level of this rock-filled room and move the box to allow you to reach the switch. The rocks in the room above will have fallen through, giving you a way to reach the opening on the opposite wall. This opening leads to a steep drop with a door in the

side. It sure would be nice if there was some water

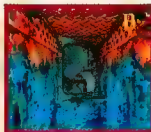
in there. Return to the previous room and locate the two holes leading back up. The one on the right leads to the switch opening the door in the aforementioned room. Now go back down and climb up the opening on the left to find the switch that fills that room with water. This will take you out of the level.

40 Fathoms - Burner Puzzle

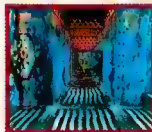
The puzzle involving the two sets of burners blocking your path is a little tricky and will take some good timing on your part. Take the darkened hall in the middle and climb the ladder (A) to find the first switch. Throwing it will open the door to the room (B) that is down the hall to the right of the burners. The switch inside Room A will turn off the first section of the burners (C). The switch that was blocked by these flames is now safe to throw and it will open the door near the row of portholes (D). The switch inside Room D will turn off the far section of burners (E). Once you throw this switch, it is a race against the clock. Head back to Room B and proceed to throw the switch there. Quickly make your way back to the hall with the burners. If you are quick enough you should be able to run safely to the door (F). The switch in front of you will open the door.



Climb the ladder to find the first switch.



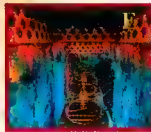
The door to the right of the burners opens.



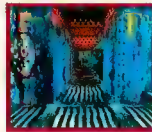
The switch inside will shut off half the flames.



The switch by the flames opens this door.



The switch inside will turn the other flames off.



Good timing will get you through safely.

Wreck of the Maria Doria



ULTIMATE GOAL - Find the three Circuits to make your way into the living quarters of the Maria Doria.

KEY OBJECTIVES - The **Stone Dragon** can be seen from where you drop through the breakable floor. Go forward and look for

overturned sofas in the corner to the left. The opening above will lead you straight to the statue.

- Move the three blocks to reveal two passageways. Go right to the large, open room. On the opposite side of the staircase is the **Rest Room Key**.

- You will end up returning to the area where you got the Rest Room Key to explore the newly opened panel. To get

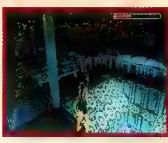


up to that second floor, find the elevated area of floor and climb up. You are able to shimmy along that far wall, even though it doesn't look possible. Shimmy to the other side and run around the outside to find the **First Circuit**.

- The hallway lined with five doors may look intimidating, but it shouldn't give you any grief. Your goal here is to find the **Rusty Key**.

- After using the Rusty Key, run across the breakable floor, making sure to watch out for the barrels coming from the right. The

Jade Dragon is behind where the barrels came from. Climb up and then immediately drop down and move to the left to avoid a second wave of barrels.



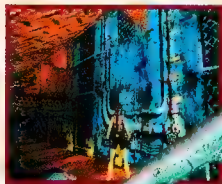
- Drop down through the floor to the boat and pull the lever that is in the water to open the above door. Quickly climb up to the door that has opened and throw the switch to keep it open. Slide down the slope and jump back and forth over the trapdoor until it closes.

- Circle to the left in the large room with the glass floor and push the switch there. Move straight back and hang/drop to the lower level. The **Second Circuit** is out in plain sight.

- The **Third Circuit** is found back by the rest room. The double doors you opened here need to be shut to reach the Circuit. With all the Circuits in hand you can now use them and make your way across the room.

- Seek out the **Cabin Key** in the shark-filled water in this next area. The **Gold Dragon** is found in a cave in the top of this underwater area.

- The final area of this level has you in the water again, navigating an eel-infested tunnel. It's on to the next level.



Living Quarters

ULTIMATE GOAL - Fill the first area of the level with water and find your way to the theater in the next.

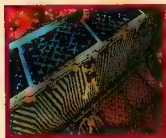
KEY OBJECTIVES - You will want to find the switch that changes the position of those giant pistons. You can find it just past where you turned off the burners.

- From the top of one of the pistons you will be able to jump to a ledge with the **Stone Dragon** on it.

- Once you have rearranged some boxes to leave yourself an exit route, throw the switch to move the pistons again. Work your



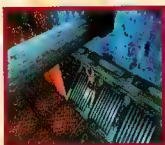
way to the switch she looked at on the way in. This will fill the room that had the burners in it with water. Watch out for divers.



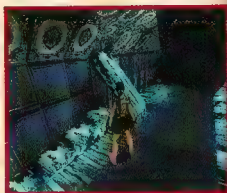
- Having re-entered the boat, find the switch to open the door. Use the switches inside to drop the trapdoor, allowing you to reach the upper walkway and the living quarters.

- You will see the **Gold Dragon**, but it's surrounded by broken glass. Jump across the opening to the hallway above and drop through the breakable

floor. Walk past the glass and pull yourself up.



Enter the water with the barracuda. Break through the floor and swim into the next area to find the **Jade Dragon**.

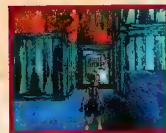


- In the next area, head to the spot that looks like it would make a good pool. Move the box to find the **Theater Key**. This place has Abe Lincoln written all over it. Raise the curtain to check out the backstage area to find a switch. It will fill that suspicious area in the other room. This will take you to the deck.

The Deck

ULTIMATE GOAL - Find the Seraph, a key to uncovering the Dagger of Xian.

LEVEL OBJECTIVES - Try as you may, it is not possible to get up to the next level of the deck from here, but you will find the **Grenade Launcher**. Dive into the water below and pick up the **Stem Key** on the surrounding rocks. The **Stem Key** opens the door hidden behind the middle box



in the area at the base of the ship.

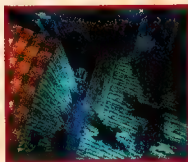
- After you have drained the water from this room, you will find yourself at

the edge of some water with a rubber raft floating in it. The **Stone Dragon** is in the water here, along with usual aquatic pests.

- Exit the pool on the opposite side and follow the cave to a hole in the floor that drops down to the raft. A full life bar is needed to survive the drop. Grab the **Cabin Key** and watch out for the newly arrived trio of sharks.

- Return to the cave and take the passage to the left. This will return you to the deck of the ship. Use the crates provided to climb back up to higher levels once you have dropped down.

- When you reach the deck with the pool on it, check out the discolored portion of the wall. It will open to reveal the **Gold Dragon** and a diver. This pool comes in handy if you get hit with a flamethrower.



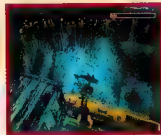
- Drop to the deck below on the side of the ship you haven't already been on. You need to use the pillars to leap across

to the upturned section of the ship. From the second pillar you can jump to the ledge with the **Jade Dragon** on it. Grab the area next to the glass and then shimmy over to pull yourself up. The drawback is that you will have to go all the way around to get back on the pillar.

- When jumping across the gap to the orange area of the ship, take your jump from the higher portion of the wall you're standing on. Go to the opposite edge and drop down to the ledge below. Follow the passage across from it to the top of the deck area.

- You will finally come to the door requiring the **Cabin Key**. The switch inside is surrounded by breakable floor. Run straight at the switch and then use the other unbroken section to make your retreat.

- The **Storage Key** you find will open that last door on the ground level. This storage room holds the **Seraph**. Now, back to dry land.



Tibetan Foothills

ULTIMATE GOAL - Use the snowmobiles provided to help you locate the hidden entrance to the Barkhang Monastery.

KEY OBJECTIVES - Jump through the large section of cracked ice and then jump and grab the wall in front of you. You will need to work your way around the outside of this area to reach the cabin across the ravine. Keep an eye out for falling icicles.

- Before trying out the snowmobile, collect the **Stone Dragon** to the right of the hut.

- Alright, I've never ridden a snowmobile before! Similar to the speedboat, use the X Button to accelerate over larger jumps. Unlike the boat, you can run enemies over with the snowmobile.

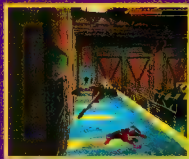
- Use the drawbridge to race past the avalanche area. When you look around the scattered snowballs, you will find the **Hut Key**. Trying to deal with the snowmobile Boss can be very tough and doesn't give you anything but a headache. Don't even worry about him. Grab the key and high-tail it across the big jump. He won't follow you past it. You will have to leave your beloved snowmobile when you near the hut.

- Once you throw the switch in the hut, a small army of henchmen will come from outside. If you



Battle Tactics

Always take the opportunity to get in some sniper shots on the enemy when the chance arises. When you have no choice but to engage the enemy, use Lara's side flip to your advantage. You're a tough target to hit when you hop around like a jumping bean. When using any of the smaller weapons, you can face even the toughest foes with taking minimal damage.



A series of ramps run around the outside of the area you enter. Move the blocks in the opening in the wall and jump across.

are low on ammo, run into the cave where you left the snowmobile. Putting some distance between you will certainly make this easier.



- As you proceed into this cave, you will come to a narrow path that veers off to the right from the main one. Take it and climb up the wall to find a switch which opens the gate blocking the left side of the cave.

- When you come to the big jump, stop and get off the snowmobile. Look to the right to find the **Jade Dragon** sitting on a ledge.

- On the far side of the jump there is an avalanche of snowballs waiting for you. Accelerate quickly to get past them.

- Walk to the edge and climb down the wall where the snowballs rolled off. You will find the **Drawbridge Key** tucked in this cave. Watch out for the gunmen behind the wall of ice and the icicles over the switch to the gate.

- The raised area in the center of the next room is where you want to go. Another snowmobile rider will attack when you enter the room. Shoot him and then take his snowmobile.

- Keep to the left of the next gap you come to or you will plummet to your death. The **Gold Dragon** is at the bottom of the gap. Climb down and be sure to watch out for the snowballs that come out of the cave.

- Use the gun-mounted snowmobile to assault the two riders that attack you in the next area. Wait at the top of the slope for them shooting from behind once they pass you by.

- Gun down the sniper to the right of the big cliff. Now ride the snowmobile off the cliff and it will land in the pond below. Lara will jump off before it explodes. Follow the tunnel that leads to the hidden Barkhang Monastery. I hope she doesn't shave her head.



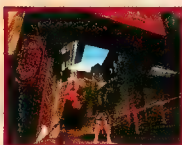
Barkhang Monastery

ULTIMATE GOAL - Find the five prayer wheels to unlock the exit.

KEY OBJECTIVES - You will arrive on the scene of quite a melee between some of Bartoli's goons and several spear-wielding monks. Don't shoot the monks! The monks will aid you throughout this level, repelling attackers as they come. Feel free to help them out, but just make sure it's an enemy you've got a bead on. Hitting one of the monks will result in getting bum-rushed by any monks in the vicinity. Trust me, it won't be pretty.

- Climb the ladder and work your way around to the upper balcony, entering the monastery through the windows.

- Enter the room on the left in the large hallway, climb the ladder and grab the **Main Hall Key**. Continue your exploration of this walkway and you will come to a large pool. Keep to the edges of the pool or the suction will drag you to the bottom. Drop down the shaft to the water below and travel through the waterway. Watch out for booby traps on the walls. The first **Prayer Wheel** is in a hidden room behind a crate. Leap over the flames that fire up after you grab it. Head to the Main Hall.



- A look behind the giant statue will reveal the location of the **Gold Dragon**.



- For now you will have to explore the hallway to the right of the large statue. The hall at the very end leading to the left is just a

series of traps. Run toward the flames and they will briefly go out. Move toward one of the swinging spikes just as they move away from you. Wait for the rolling blade to pass to your left before climbing out and then tackle the second set of swinging spikes. After the final rolling blade, you can find the **Trapdoor Key** in the next room. The **Jade Dragon** is at the end of the hall with the rolling blade. A little patience and it's yours.

- Through the trapdoor you will head outside. Work your way to the top of the small building and drop down to find another **Prayer Wheel** inside.



"I wear my sunglasses at night..."



Note: pack long pants next time...

- Go to the hallway on the opposite side of the Main Hall. After the room, the hallway is lined with blade traps. The room on the left side has the **Strongroom Key** in it. Don't bother going any farther down the hall, it's a dead end.

- The Strongroom simply holds the **Rooftops Key**.

- Now you want to go to the room with the two rolling blades to use the Rooftops Key. After the row of burners, throw the switch and drop down one of the two trapdoors. Break the glass and grab the two **Gemstones**. Use one of the **Gemstones** to open the star-shaped door, giving you access to another **Prayer Wheel**. Hang on to the other Gemstone for now.

- Check the first door on the left of the large hall to find a pool. The **Stone Dragon** is in a small nook in the corner of the pool.

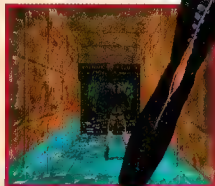
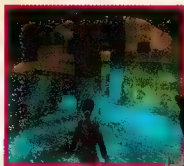
- Return to the large hallway to the right of the large statue and take the first door on the right. Under one of the lower crates are some automatic pistol clips. There are some harpoons under the top box on the left, but you'll need to do some rearranging. I don't care much for that harpoon gun anyway. As you continue on, there will be a stairway on the right which ends with a window. Run up and break through the window (make sure you have a decent amount of health). Three gunmen will try to attack you from behind, but you can sick the monks on them once you are outside. A very long climb to the top of that ladder will be rewarded with another **Prayer Wheel**.

- The second **Gemstone** is used to open the trapdoor under the statue. Climb the ladder leading to the top of the statue and place it in the notch on the far side.



- Enter the trapdoor under the statue and drain the pool to reach the last **Prayer Wheel**.

- Insert all of the **Prayer Wheels** to open the doors. Use the Seraph to exit the level.



Catacombs of the Talion

ULTIMATE GOAL - Collect the two Tibetan Masks to make it through the catacombs.

KEY OBJECTIVES - The **Stone Dragon** can be found by grabbing the ledge to the left and shimmying to the opening.

- Climb down the ladder and kill the Yeti. These guys will close on you very quickly. You need to slide down that slope backward to make it across.

- Your goal in this large cavern is to drain that pool. First, get rid of those boulders by running up the slope beneath them and quickly getting out of their way. Climb up to the three breakable tiles by the ladder. Backflip from the top of the ladder to land

on the ledge. Flip the switch and grab the **Tibetan Mask**. The pool drains when you do.

- When you open the gate with the mask, run up the slope and jump to the side. Get up on higher ground to safely dispose of the four leopards that appear.

- Climb up through the opening on the left side of the room. There are six snow leopards when you hit the floor. Two will appear right away, but the other four will try to surround you. Lure them out by twos and use the elevated area where you came in to shoot them from.

- Search the area near the ice wall to find another **Tibetan Mask**. The area this opens sounds worse than it is. The Yetis are locked up and can't go anywhere until you throw the switch. Once finished with them, push the block under one of the gates. This allows you to escape after throwing the switch, opening the door in the other area.

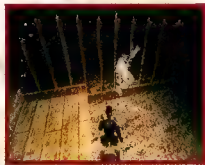
- When you have made your way to the pool behind the ice wall, look for a ladder leading up to

the **Jade Dragon**. This level is full of places that require you to backflip off of a ladder.

The other one in this area leads to a switch opening the set of double doors.

- Having opened the large gates, you are confronted with two sets of ominous-looking boulders. Jump onto either ramp to trigger the snowballs. Do a backflip and then jump forward over the oncoming boulders. Repeat this for the other slope as well.

- In the next room, the off-colored floor plate on the left will open the door on the left. Once inside the room filled with spikes, leave through the other door leading back into the room you came from. Don't miss the climbable wall to the left of the two doors. The **Gold Dragon** is on a ledge above the room. Jump over the boulders, hitting the plate on the other side. Do a quick about-face and get back into the room and through both doors before they close. Jump immediately after you are through that second door and grab the ladder on the far wall. The dropoff here will break every bone in her body.



Ice Palace

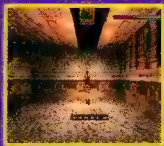
ULTIMATE GOAL - Find the Talion hidden inside the Ice Palace.

KEY OBJECTIVES - Shoot the bell at the beginning to open the door. The room you enter echoes with the sounds of Yetis. Never fear. This motley crew is locked up tight; that is for the time being.



Mastering the Springboards

Here's your introduction to the deceptively dangerous springboards. These boards will launch you into the air, but if done incorrectly, they can kill you. There is a single springboard which leads up to the second level. Use this one for some practice. The main key to successfully using them is to always keep holding forward so you aren't just sent straight up into the air. There is a lone springboard which will launch you level with a bell that is your first target. Run toward it with guns firing and keep holding forward to ring the bell. Keep trying until you hit it. The bell will open one of the two gates blocking your exit of the area. Use the two-squared springboard to reach the switch releasing the Yetis. Run toward the exit and hit grab as soon as you are launched to grab the ledge above.



- After defeating the Yetis, you will find a switch lowering a ledge in the area behind where their cage used to be. Check the wall in front of the opening to this area to find that you can move the block. You will have to make a leap of faith to reach the **Gold Dragon**. There is an invisible walkway that leads straight to the statue.

- Run toward the single springboard near the gates, holding forward to land on the new ledge you have

created. Jump up to shoot the bell, opening the second of the gates. The next section will require a little more of Lara's skills. Run toward the springboard with the sloping wall on your left.

Hold grab on the way up to get hold of the ledge. Shimmy to the right and pull yourself up, backflipping to the slope behind you. You will have to jump back and forth between the two slopes. Draw your gun while jumping to shoot the bell opening the gate to exit this area of the level.

- The room ahead containing the **Tibetan Mask** you need is guarded by several white tigers. Seek higher ground to get out of reach of their deadly claws.

- In the room with unit burners, go to the last opening to drop down without landing on spikes. Use the **Tibetan Mask** to cross a foot bridge in what should be a familiar area. Throw the switch at the end to reach the **Gong Hammer**. Be sure to check the small pool from the previous level to receive two uzi clips. Swim into the next room to find the path to the Ice Palace.

- The path to the left leads to a cache of grenades, while the one to the right leads to the Ice Palace. Don't pass up the **Stone Dragon** hidden in the dark

area near the flares you pick up. The two groups of boulders will roll down, but the rest won't move until you are running through the chamber. Work your way past the icy ravines to the top of the Ice Palace.

- Whack the gong using the Gong Hammer. Check underneath the gong for the **Talon**. When you hit the floor outside, the enormous Guardian of the Talon will attack. Lure him in close and then climb back toward the gong for a safe vantage point. The grenade launcher works well against him. Killing him will end the level. Before you go, run across the room to the left side to



find a ladder leading to the switch that opens the hut next to the Ice Palace. Inside the hut is the location of the **Jade Dragon**.

Temple of Xian

ULTIMATE GOAL - Return to the upper level of the temple to try to stop Bartoli.

KEY OBJECTIVES - As you approach the Dagger of Xian, you will fall through a trapdoor slide down a series of ramps ending in a large pool. As you near the waterfall, face backward and hang on to the edge. Shimmy to the side to find the **Gold Dragon**.

- Use the springboard to reach the roof and throw the switch that opens the trapdoor.

- There are two ledges to drop down to from the top of the next room. The drop is too far from the top so climb down the ladder before dropping down. You must shimmy to the **Stone Dragon** from the bottom ledge.



- Climb the wall over the spike pit and use a backflip followed by a forward jump to reach the top of the wall. You will need to stand on the third section of breakaway tile to land safely below. The next room holds the switch that opens the temple door.

- In the temple you will come to a room with lava. From the final sloped pillar, do a midair turn to grab the ledge. The switch you come to is nothing and you have to drop through the trapdoor in front of it. Never mind the medi pak—quickly throw the switch and get out. The next area has three boulders to avoid while heading to the ladder. Light a flare and drop into this room and throw the switch. The next ladder with the blades is a pain. Go past one at a time or try your luck with a free fall. Go past the rolling blades and you'll find yourself above the entrance room of the temple. The switch opens



the doors on the opposite wall and will require good timing to reach before they close.

- After the swinging spikes, hit the switch on the right and side flip to hit the one on the left. Go quickly down the corridor before the gate closes. Once through, don't stop. A boulder will be closing from behind. Just backflip over it. At the base of the statue you'll find the **Dragon Seal**. Throw the switch to raise some platforms that allow you to exit the level. Starting on the right, work your way around to the left side. When you use the springboard and land, you will trigger a boulder. Jump to the right to avoid it and then jump back immediately to avoid the new boulder you triggered. The springboard on the right will allow you to reach the **Jade Dragon** from the ledges above.

- Go through the door opened by the **Dragon Seal** until you reach the room with water in it. There are three switches that need to be thrown before the door will open. The urgency is that the ceiling is coming down on you and it is loaded with spikes.

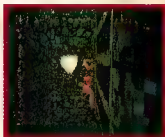
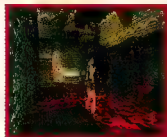
- In the pool, the first lever will raise the water level. Look to where you came in to find a stash of items. Swim down the corridor and go to the tunnel on the right. Pull the lever and turn to enter the door it opened. Now pull the lever inside to open the door by the very first lever you pulled. The last lever opens the door at the top.

- When you drop into the water with the current, it will bring you right to the **Gold Key**.
- Find the switch opening the gate on the right side

of the tunnel. The dark cave is crawling with spiders and they are big! You can take them out easy

enough with the pistols, just keep backing away with guns blazing. In the final chamber, climb around the outside of the room to reach the opening leading to the **Silver Key**.

- When jumping up the first set of platforms, beware of the oncoming boulders. They will be triggered when you step on the second and third platforms. When you have crossed the bridge, work your way up to the rolling blade. Backing down the slope and climbing down the ladder will lead you to some uzi ammo. Go the other direction to find a stationary rolling blade. You can grab the items there safely and then must go across the bridge to hit the switch that opens the inner temple. I hate to say it, but the rolling blade is now active. As it approaches you, jump over it and make a hasty retreat. Go back to the springboards in the first room. Stand to the right of the first springboard and back all the way up to the edge. Take one step forward and side flip onto the springboard. The momentum will take you all the way up. As you hit the last springboard, hold forward and then grab.



The Main Chamber

From the entrance, go to the ladder on the far wall, avoiding the moving spikes on the right. Climb the ladder past the second spiked wall and throw the switch you find at the end of the hall. Make your way around the edge of the wall to the **Main Chamber Key**. Slide down the dragon statue, leaping to the pillar at the bottom. Open the Main Chamber with the key and climb the ladders up to the dragon statue opposite the first one. This time you will jump to a slope and then to a flat portion which lands you the dragon. Climb the ladder and do a backflip just under the blade. When you hit the slope, jump to the next ladder. Climb up to another blade and this time backflip and turn around to grab the ladder behind you. Climb to the top to exit the level.

Floating Islands

ULTIMATE GOAL - Find the evil Bartoli and recover the Dagger of Xian.

LEVEL OBJECTIVES - Jump to the sloped island in front of where you started. You'll slide down and then be able to jump across to the first **Mystic Plaque**. Jump to the island with the three statues on it. As soon as one of the Xian comes to life, jump back to the previous island to shoot him. Climb the ledge on the left side of the island to reach the roof and the **Jade Dragon**. Climb down to the area under the island; follow the chain of islands until you come to the large t-shaped structure.



The switch inside will open the bottom of the house. Jump to the steep portion of the island in front of you and use it to jump

to the structure. Another Xian will come to life when you land on the island, so use the same method to dispose of him. The second **Mystic Plaque** is inside. Taking it will awaken the final Xian. Now it's time to go crash the gates.

- The **Stone Dragon** is located down a passage to the right of the gates.

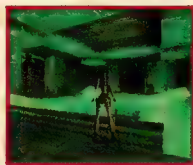
- You need to open the gate at the end of the rope slide. You first need to take the rope slide half way down and drop onto the bridge. The switch inside will open the gate. Deal with the two Xian that come to life and head back up to the rope slide.



- You will notice a tunnel in the wall of flames on the one side of the room. Stand on the block to pick off the Xian that emerges. Jump to the other side and another Xian will come from the same place. Having dealt with them, move the block and throw the switch on the second level. A switch is now accessible in the deep chasm dividing the room. Throw that switch to open the trapdoors in the fiery pool on the far side of the room. Climb up to the second level and do a running dive into the opening. The switch in this room opens a doorway above the rope slide. Turn the blades off with the switch opposite the exit and head for the newly opened passage. Walk to the edge of the spiked room and jump across to find the switch to open the door to the next area.

- Slide down into the pit backward, with your back facing the door with the two Xian. Throw the switch to lift the cage and then run to the blocks behind you. Hide behind the center pillar to peek out and sniper these thugs. If you drop to the floor, they will overwhelm you. The Xian down here will come to life when you get close to them. Draw them out and then seek safety on your perch. This will conserve your much-needed ammo. There are two switches on the sides, one opens the gate at the base of the stairs and the other opens a door at the top of the pit. When you throw the switch at the top of the stairs, the Xian outside will come to. I usually run back downstairs to deal with them.

- Climb to the top of the lattice work and then move down a couple of steps. You then need to backflip, followed by the mid-air turn-around, grabbing the other wall when you do. To use the rope slide at the top, move the block underneath it. Before you do, grab the **Gold Dragon** on the left side of the room. Jump to the rocks and look for the indentation on the other side of the lava. From there jump across to the opening until you finally claim your prize. It's time to deal with Bartoli.



The Dragon's Lair

Squeeze past the Xian and deal with the one that attacks in front of you. Don't throw the switch across from you because it will only bring another Xian to life and has no other purpose. A switch on the side of the entrance will bring the last-two Xian after you. The next room is full of ninjas. They are lurking in the corners. Lure them out in twos and dispose of them easily. Grab all of the goodies they drop, including a **Mystic Plaque**. Use the **Mystic Plaque** to enter the dragon's lair. As you approach, Bartoli will transform into the formidable dragon. I suggest a steady stream of uzi fire to take him down. Stay near the holes into the pool below. If he hits you with his fiery breath, you can put out the flames. There is a huge stash of health and uzi ammo in the water as well. Once he goes down, grab the dagger before he comes to for another round. With that accomplished, run like crazy before the crumbling temple comes down on your head. I'd say it's time for some rest and relaxation back at the mansion—or is it? Grab your trusty shotgun from your weapon locker and have fun blasting the intruders. That's it until our next adventure.



TRICKS of the trade

Codes and Tricks for the PlayStation

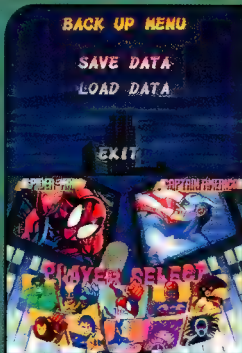
Marvel Super Heroes

Play As the Bosses

You must first beat the game and save it in the Back Up Menu.

Now play Arcade Mode with the Shortcut Options off, so you can see the players' pictures. Now go to the Player Select Screen and do the tricks as shown to access the secret Bosses. (The default config for the buttons are used). Dr. Doom: Press Down, then hold Down and press and hold X. With X held, press and hold Circle. With X and Circle held, press and hold R1. Do this in succession, with Down held at the same time. You must do this code quickly. The picture will now change to Dr. Doom!

Thanos: Press up, then hold up and press and hold L1. With L1 held, press and hold Triangle. With L1 and Triangle held, press Square. Do this in succession,



with Up held at the same time. You must do this code quickly. The picture will now change to Thanos.
Ben Rosko
Pittsburgh, PA



Nightmare Creatures

Cheat Menu Code

On the Main Menu Screen, move down to the Enter Password Option and access it. Enter the code: Left, Up, Triangle, Down, Circle, Triangle, Square, Down. Then press Start. Move up to "Start Game" on the menu and access it. A new menu will appear that allows you to turn on or off unlimited continues and weapons, the option to play as a monster and a level select cheat. Choose any one of these before you begin your game.

Matt Barnes
Willoughby, OH

Pandemonium 2

Many Incredible Codes

From the Title Screen, access the Password Option. On the Password Screen, enter one of the codes as shown below:

GETACCES: This code opens up all the levels.
SKATBORD: Get Speed Greed after every level.
HORMONES: Gives you maximum health.
IMMORTAL: This code maxes out your lives.
MAKMYDAY: Gives you a permanent weapon.
NEVERDIE: Invincibility throughout the game.
GENETICS: Gives you Mutant Mode.
GONAHURL: Access to camera roll.



JUSTKIDN: Monsters regenerate.
ACIDDUDE: This gives you cool psychedelic textures.

Street Fighter EX+α

Hidden Characters Revealed

This code has now been confirmed on the U.S. version of the game, but the commands have changed slightly. On the Mode Select Screen, highlight the Practice Option and press Select, Up, Right, Down, Right, Select. You will see "Here Comes a New Challenger" on the bottom of the screen. You now have access to Cycloid Gamma, Cycloid Beta, Killer Hakuto and Evil Ryu! Curtis Bunch
Norfolk, VA



Do you have a trick or want a tip on your favorite game? Let us know—write us at...

Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148
Tricks, Tips and Hints



Final Fantasy VII

Increased Items Track

This will boost up the amount of items within your inventory. Once you have equipped a character with the Willem Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button.

When it's his/her turn to fight, now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.



PlayStation Underground No.3

Hidden Preview Moves

Put in the second CD of PlayStation Underground No. 3 and you will get to a Menu Screen (shown below). From here, you can access the hidden preview movies via a few cool codes:

Blasto: Press R1+R2. Hold them and press L1+L2. You'll get a Blasto preview movie.

Crash Bandicoot 2: Press Circle, Triangle, Square, Circle for the preview movie.

Spawn: Press Triangle, Circle, Triangle, Circle to get a Spawn preview movie.

Dragon Ball GT: The Final Bout

Six Hidden Characters

This code will increase your character count to 16! At the Title Screen, press Right, Left, Down, Up, Right, Left, Down, Up. You will hear a sound to confirm that the trick worked. Now press Start and go to the Character Select Screen. You will have six additional fighters at your disposal. Each one varies in strength and abilities.



Triple Play 98

More Vocal Credits

More credits have been found! In the middle of a game, hold the top four L and R buttons and enter these codes:

Eric Kiss: Up, Triangle, Up, Triangle.

Duncan Lee: Left, Square, Left, Square.

Tony Lee: Right, Circle, Right, Circle.

Jon Spencer: Up, Triangle, Up, Up.

Gary Lam: Left, Square, Left, Left.

Kirby Leung: Right, Circle, Right, Right.

Marquis Davis
Warner Robins, GA



Formula 1: CE

Many Game Cheats

Enter any of the following cheat codes at the "Edit Driver" Option to receive various results within a race. Begin your race to see the results.

For Four Bonus Tracks enter: BILLY BONUS
For Helicopter View enter: ZOOM LENSE
For Background Music/New Sound Effects enter: SWAP SHOP
For Sprite Commentators enter: BOX CHATTER
For Huge Tires enter: LITTLE WHEELZ
For Wipeout 2097 Mode enter: PI MAN
For Virtual Graphics enter: VIRTUALLY VIRTUAL
For Raining Frogs enter: CATS DOGS (Note: Be sure to switch the Weather Option to view this code)



Tricks Archive is a monthly collection of every code available for the PlayStation starting with the earliest releases first. The Archive will also feature past GameShark and other related tricks and codes.

Begin one of the Die Hard games and press Start to pause. Press and hold R2 and then press Left, Right, Up, Down, Square. Each game will give you different results.

Die Harder: The code gives you unlimited energy, map editor (Start button) and a weapon select (Triangle).

Die Hard With a Vengeance:
After entering it, press Start on controller two for the Options. Press Triangle to toggle the clock and X to select your level.



At the Main-Menu of the Title Screen, enter any one of these codes to get the results as shown:

Circle, Circle, Circle
Circle, L1, Circle, L1, L1
Circle, L1, Circle, L1
L1, Circle, L1, Circle, L1
L1, L1, L1

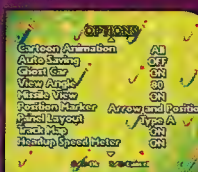
Infinite Energy: Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, Circle, Circle, L1

Level Select: L1, Circle, L1, L1, L1, Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, L1, Circle, L1, Circle, Circle, Circle, Circle, Circle. (Then use R1 and R2 to select your level)



You will hear a laugh if you did a code correctly. Now you will never run out of ammunition, never get hit and you can choose your starting level. To turn a code off, just do it again at the same Main Menu Screen.

To get a hidden Options Menu in this game, highlight the Options from the Main Menu. Now, press and hold L1+L2+R1+R2. With these held, press X. In addition to the normal options that appear, you will have access to many more under each subheading such as Ghost Car, View Angle, Missile View, Position Marker, Panel Layout, Track Map, Headup, Speed Meter and, much more. You can choose to turn these options on or off.



Listed below is the method to access each of the three new characters that were previously unplayable.

Billstein: At the Title Screen, press and hold Select while entering Arcade Mode. Keep

holding Select, move onto Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X+Circle.

Kappah: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle. Square. X+Triangle.

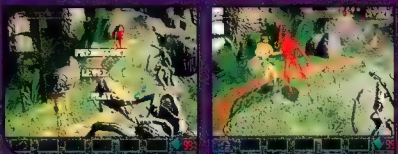
Blood: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto

Bilstein and press X, Square, X, Square, X, Square, Right, Circle, Triangle, Circle, Triangle Circle, Triangle, L1+R1.



Time Commando

At the Main Menu of the game, enter the "Code" Option. At the Password Screen, put in the word, **ACTIVATE**. Then press the X button. You will begin the game at Level 4, as normal, but you'll start out with very little energy in your lifebar. Instead, you will start out with four batteries and 99 blue chips!



Tomb Raider

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!



Twisted Metal 2

These tricks will give you an advantage in the game, Twisted Metal 2, and make it more fun.



Special Moves

During the game, you will have access to a number of special moves and attacks for any vehicle you choose. Three of them are already listed in the manual (Freeze, High Jump and Rear Attack). Here are some more that you can do while in the game (Note: Your special meter must have some energy to do these moves. Each one takes different amounts of energy).

Land Mines: Right, Left, Down

Napalm: Right, Left, Up

Shield: Up, Up, Right

Temporary Invisibility: Right, Down, Left, Up

Secret Characters

To access two secret characters from the first Twisted Metal game, go to the Car Selection Screen and press the following buttons on the first controller: After entering the code, you will hear an explosion to confirm that you did it correctly.

Sweet Tooth: Up, L1, Triangle, Right

Minion: L1, Up, Down, Left

Secret Battlegrounds

These stages can only be accessed in a two-player game. Choose a Challenge Match and at the Battleground Selection Screen, enter the following codes to get these new battlegrounds. After the code has been entered, you will hear an explosion to confirm the code was entered correctly.

Cyburia: Down, Up, L1, R1

Suicide Swamp: Up, Down, Right, R1

Rooftop: Down, Left, R1, Down

WipeOut XL

After you put the WipeOut XL CD in the system, wait until the PlayStation logo appears and then press and hold L1+R2+Start+Select. You must hold these for the duration of the trick, or it will not work. When the Title Screen appears, take your finger off the Start button and then press and hold Start again with the rest of the buttons while the Loading Screens are on.



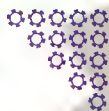
Once the Main Menu appears, you will be rewarded with animal vehicles that have replaced the regular teams.

WipeOut XL

If you want to jump ahead of the competition, you need better be able to get off the starting line in a hurry. What you must do to get a fast start is keep the gauge in the thrust meter between the first two large bars. When the announcer says, "Go," then you will be thrust ahead as if you had landed on a turbo boost. You can put the gauge between these bars either by accelerating until you go around that mark, then repeatedly pressing the buttons so it stays around that mark, or by timing it so the meter is in that area by the time the announcer says, "Go." Either way will work fine.



g.e.a.r.



5G No question, this should be in your home
 4G Recommended, very cool
 3G Pretty good, check it out
 2G Below average
 1G Very lame

SONY SAVA-100

There comes a time when you just want some big honkin' speakers. If it is that time for you, you should check out the Sony SAVA-100 surround-speaker system. The system comes with two big tower speakers like you see here as well as two rear satellite speakers to complete the experience. There is an on-screen display to help you navigate all the features. Speaking of features, the unit also has a built-in tape player and seven-disc CD changer. Performance wise, the unit produces deep, rumbling bass that makes you feel every beat. There are several surround modes that let you cater to your listening tastes and all are satisfying. Considering you get a nice surround system with CD and tape player, the price is right.

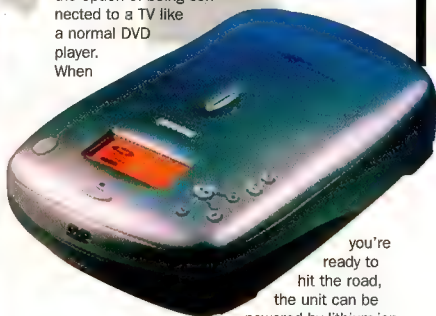
Sony \$1,000 



Portable DVD Player



In our never-ending mission to bring you the latest and coolest entertainment items comes the P-Theater. It is basically a portable DVD player and it comes from Samsung. The existence of this cutting-edge product was just recently announced straight from the corporate headquarters of Samsung in Korea. As you can see, the unit is quite compact and is said to be the smallest DVD player to be introduced in the coming months. The unit will not come with the head set (or woman) pictured below. The unit does give you the option of being connected to a TV like a normal DVD player. When

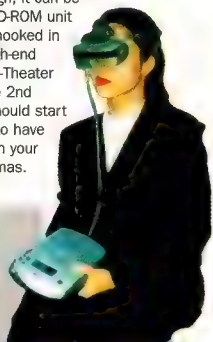


you're ready to hit the road, the unit can be powered by lithium-ion

batteries that provide up to two hours of viewing per charge. The coolest part about the unit is that it will play video CDs and audio CDs in addition to the snazzy DVDs.

If all that wasn't enough, it can be used as an external DVD-ROM unit for PCs! It can also be hooked in to a car to provide a high-end audio experience. The P-Theater will hit some time in the 2nd quarter of 1998. You should start saving now if you want to have this piece of hardware in your home in time for Christmas.

Samsung \$TBA



The Glove

As the look and complexity of video games continue to advance by leaps and bounds, the one constant in the industry seems to be the oft-maligned pad controller. Sure, they may have a few more buttons than they used to and are a little more comfortable to hold, but the standard PlayStation pad uses the very same technology as the boxy old NES controller.

Enter The Glove by Reality Quest. The device straps onto your arm (only righties need apply), allowing you to literally play all of your favorite PlayStation games with one hand tied behind your back. Simple wrist movements do the work of the directional pad, while Square, Circle, X, Triangle and L&R1 are conveniently grouped at your fingertips. (L&R 2 are hiding under your thumb.)



The device is 100 percent compatible with your entire PlayStation library and contains such whiz-bang extras as Simulated Analog, reconfigurable buttons, a true analog X-axis (left/right) for driving games and a Y-axis (up/down) that can be flipped on-the-fly.

So has Reality Quest built a better mouse trap? Alas, no.

While The Glove may breathe new life into some of your older titles, the device is more of a hindrance to attaining higher scores than a help. The sensor arm moves smoothly but makes precise movements a real chore.

While The Glove works reasonably well with DOOM-type games and flight sims, don't even think about using it for fighting or platform games.

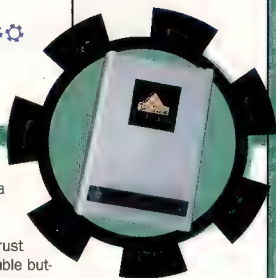
Reality Quest \$89.95



Game PLUS

Rather than generate cheats like InterAct's GameShark, Realtec's Game Plus is more of a silicon storehouse for all of your favorite codes. In addition to containing built-in codes for 90 hit titles, the Game Plus allows you to add your own cheats, such as the ones found at the back of this magazine.

Realtec \$59.95



Barracuda

Sony had designed themselves a nice analog controller, but that didn't stop InterAct from making a version of their own. The first thing you notice is that the mold of the controller is a sort of large, contoured, crescent shape. It's very comfortable to hold and gives you better access to the L and R shoulder buttons which are located on the underbelly of the controller. The analog sticks are slightly longer than the Sony model which is a good and bad thing. On games like G-Police and Colony Wars, the longer sticks give you a looser control over your movements while the Sony model is a bit too tight. On the other hand, a game like Moto Racer requires tighter control which suits the Sony model, while the Barracuda's longer sticks make steering

cumbersome. The Barracuda does have some delicious extras like Slow Mode and

Programmable buttons. Trust me, the programmable but-

ton feature is critical when

playing games with no button configuration option. Rounding things off is the D-pad which feels nice, but ultimately is not as effective as the stock model. There are some trouble spots though. The L and R shoulder buttons could be made to be more comfortable as well as the D-pad. So what's the final verdict? The Barracuda is a fine controller with lots of advantages over the regular analog pad. It really is an acquired taste though, but one that has definitely made me a believer. Once you adjust to the layout of the pad, you'll find it's hard to go back to other controllers.



InterAct \$29.95



TM

Anime DVD



What happens when a dynamic art form meets a dynamic storage format? Anime DVD! So, is it a match made in heaven or a passing fad? Judging by the latest releases available in stores now, it's leaning toward the former. Quite delicious.

Battle Arena Toshinden

The first of the anime releases on DVD packs in most of the features we'd heard the format is capable of. There are dual languages supporting Japanese and English dialogue with the option of English or Japanese subtitles as well as chapter selections for you to choose from. Very nice transfer quality resulting in crisp colors and good sounds. Recommended.

U.S. Manga Corps \$24.95



Street Fighter II: The Animated Movie

This release is a mixed bag. *SFII* has some of the nicest animation sequences around, but lacks an involving story. The biggest crime is that it seems to suffer from a mediocre transfer resulting in muted colors. Defining it as muted is a bit extreme, but the colors are not as vibrant as they should be. There aren't

any extra features either. Still good.

Sony Music Entertainment \$24.95



Aeon Flux Vol. 1

You can't quite define it as anime, but for our purposes, it's close enough. *Aeon Flux* suffers from the same lack of extras as *SFII*, but makes up for it in improved sound. The fact that each episode on the DVD is a chapter break is very convenient. This disc collects some of the best episodes making this a nice package.

Sony Music Entertainment \$24.95



Armitage III: Polymatrix

If you want to see what DVD can do for anime, get *Polymatrix*. This is by far the best of the pack in terms of story, sound and animation quality. The voices of the main characters are provided by Elizabeth Berkley (*Showgirls*, *Saved by the Bell*) and Keifer Sutherland. Don't worry, they do a fine job. *Polymatrix* also packs in lots of extras. So go out and get it already.

Pioneer \$24.95



Tenchi Muyo: The Movie

Tenchi Muyo in Love is the big-screen adaptation of the popular OAV series. The animation and sound is solid as is the transfer quality. Where *Tenchi* falters is the story. It suffers from slow pacing and bad English voice dubbing. The original Japanese voices are excellent and is the best way to view the disc. *Tenchi* also has the most extras of any anime DVD.

Pioneer \$24.95

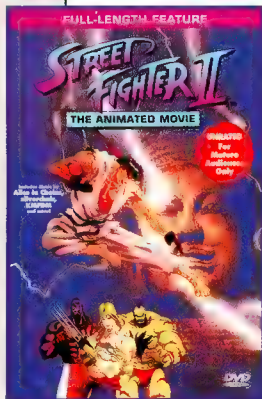
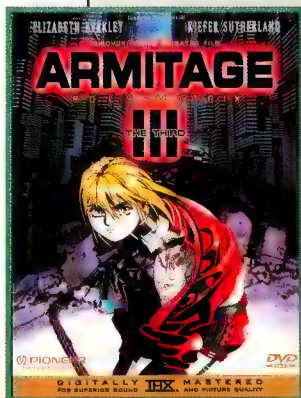


Evangelion

Coming next year is one of the hottest series going. Shown on the opposite page is the import version.

ADVISON \$TBA Coming soon

Based on the smash-hit video games available on the PlayStation™4
A Sega Saturn™™



Anime DVD/ Video



Any way you slice it, giant turtles are just plain cool. A.D. Vision has come to the rescue, delivering the star of many a classic monster movie to U.S. shores. **Gamera: The Guardian of the Universe** is a tale of people in the midst of disaster, brought together by a turtle with a big heart. It's a modern-day telling of the classic Gamera story, and an excellent monster/action movie.

A.D. Vision, \$29.99 (sub), approx. 90 minutes



Rail of the Star is a drama about a little girl, Chiko, and her Japanese family on their journey from North Korea to South Korea during World War II. The story and animation are both good, and it moves at a good pace, but those unfamiliar with the history of World War II might not be interested in it.

A.D. Vision, \$29.99 (sub), approx. 80 minutes



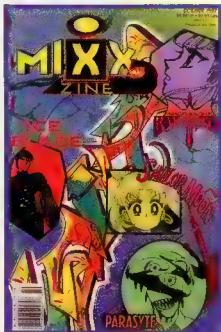
Viz Video's **Grey: Digital Target** is an action-packed film about Grey, a soldier who follows his own rules on his mission to relieve his pent-up frustrations. The animation quality and story are both very good (in a retro way), and Viz's dub is top-notch.

Viz Video, \$24.95 (dub), approx. 80 minutes



Manga Book

Mixx Zine #2 is a little bit different than the first issue, and the improvements the team has made are for the better. Sailor Moon and Magic Knight Rayearth now lead off the book, with Parasyte and Ice Blade finishing the lineup. The translations, as with the first issue, capture the essence of the original Japanese manga without over-Americanizing the content. This issue also rings in the era of new paper. The first issue had newsprint, and was kind of clumsy for those used to nicely printed magazine or U.S. comic book pages. The paper makes it more enjoyable to read over again (no dirty fingers!).



Mixx Entertainment, \$4.99



Sounds of the Force



How many variations can you make from Simon? Sounds of the Force is nothing at all like Simon, but is a variation that comes out as an enjoyable piece of entertainment.

The game basically requires you to hear a familiar sound from the *Star Wars* Trilogy and

then find the corresponding sound. You have to search blindly at first, but it quickly turns into a game of memory.

It can get repetitive after a while, but taken in regular doses, Sounds of the Force is very enjoyable.

Tiger Electronics \$24.95



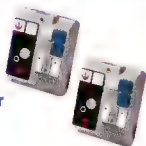
Star Wars laser tag

One would think that marrying the two concepts of Laser Tag and Star Wars would be the best thing since sliced bread. Unfortunately, Star Wars

Laser Tag falls short in a couple of key areas. Although it is compatible with the previously released Laser Tag game from Tiger, it isn't quite as efficient.

The worst thing being that you have to use so many more batteries than the earlier edition. The guns don't feel quite as good and the chest targets are cumbersome. The triggers of the gun are a little hard to pull as well. If you like this type of action, you'd be a lot happier picking up the other Tiger Laser Tag game.

Tiger Electronics \$49.95



Stormtrooper Room Alarm



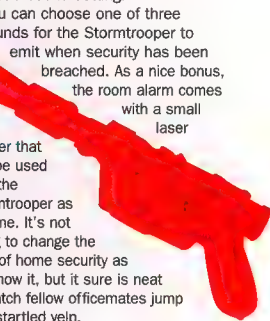
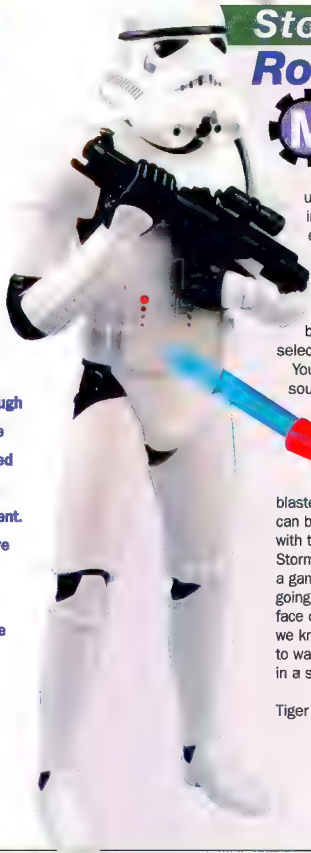
Come along! There they go, blast them! Zappp!

That's the sounds you'll hear if you're one of the unfortunate few who trespass in someone's room that is equipped with a Stormtrooper Room Alarm. That's right, a Stormtrooper Room Alarm. Who wants some?! Simply pop the correct amount of AA batteries into his back and select a sound setting.

You can choose one of three sounds for the Stormtrooper to emit when security has been breached. As a nice bonus, the room alarm comes with a small laser

blaster that can be used with the Stormtrooper as a game. It's not going to change the face of home security as we know it, but it sure is neat to watch fellow offcimates jump in a startled yelp.

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Hey Gamers!

This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM²* special issues like the *1998 Video Game Buyer's Guide*, *Guide to Sports Video Games* and *Video Games for the Nintendo 64*. Although these mags are created by your favorite *EGM* and *EGM²* editors, they contain lots of information **not found** in the pages of *EGM* and *EGM²*. Let me tell you a little about each...

1998 Video Game Buyer's Guide

Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64

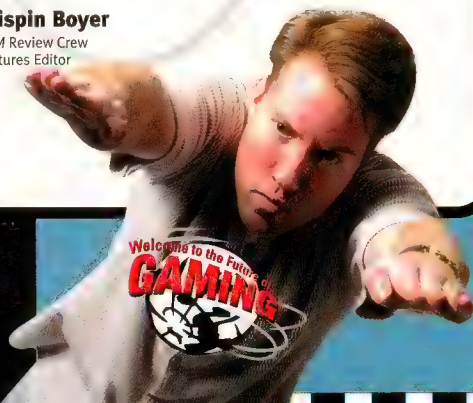
Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games

Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM's* guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM's* armchair jock Craig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer

EGM Review Crew
Features Editor



**1998 VIDEO GAME
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On Sale Nov. 11, 1997

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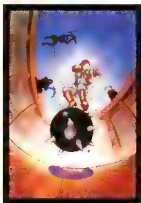
in the Official U.S. Playstation Magazine

OPM names the best of the year



Come dungeon-diving in Working Designs' new RPG

Stop banging your head into the dungeon wall! We'll take you through this huge adventure, revealing the most juicy secrets to help you solve the game's dozens of puzzles. You'll find it all here!



HOW TO CALIBRATE YOUR TELEVISION

More-tech talk from Brent Butterworth of Home Theater Mag.



OPM Editors' Awards!

So who was tops in 1997? Find out in OPM's first-ever Editors' Awards. We've already started sifting through our game closet in search of the wild, the weird and the just plain stinky. 1997 was the most exciting year in PlayStation history, so narrowing the list down is gonna be tough! Find out who made the cut and who got left out in the cold.



Check Out Our Next Demo Disc!



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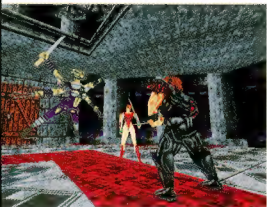
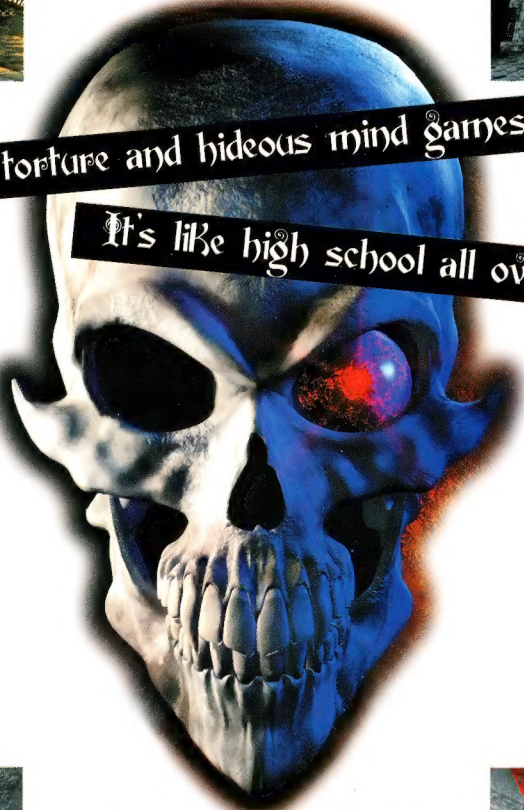


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